

Wii U E-Manual Template Handbook

2015/07/31

Version 1.8

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and should be handled accordingly.**

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1 Introduction

An electronic manual is required for **all** Wii U software.

This document provides an introduction to the contents of the Wii U Manual Templates package and explains how to combine the various template units and design assets required for use in electronic manuals. The document also contains an appendix which addresses region-specific issues, such as language requirements.

There are two major variations of e-manuals, one for standard applications and one for Virtual Console games. Certain chapters and sections in this document are common to both types of e-manuals, and others are specific to one variation or another. Please refer to sections 1.2 Sections Relevant for Standard Applications and 1.3 E-Manual Creation Roadmap for Virtual Console Games for details.

Note: The NOA and NOE templates are not mutually interchangeable. Use the NOE templates for all titles distributed in Europe/Australia.

Note: Screenshots and images in this document correspond to the NOE English templates, unless stated otherwise.

Note: The screenshots in this document may at times be slightly different than the text in the latest templates. For questions about the exact wording to use, always refer to the templates themselves, not the screenshots within this document.

Note: The reference files included with these templates use placeholder page titles for ease of classification. For pages with mandatory titles/categories (namely, the first page, last two pages, and Virtual Console pages), the appropriate page titles will automatically be inserted upon merging the templates.

1.1 Grace Period

The specifications in this document are mandatory for master submissions on or after January 1, 2016. It is always prudent to use the latest released version of the templates, but a grace period allows most of the specifications in version 1.7.1 of the *Wii U E-Manual Template Handbook* to be accepted for master submissions until December 31, 2015. Note, however, that critical items — underlined items in sections identified with a "◆" symbol — in this document's Revision History must be addressed prior to submission, even during the grace period.

Table 1-1 Master Submission Guidelines

Release Type	Acceptable Template Version	Action Required
New Title	Latest release	No research required
	Earlier release within grace period	Address critical items from subsequent releases
Re-released Title	Earlier release (may precede grace period)	Address critical items from subsequent releases

Note: For cases where a title becomes dual-distribution, i.e. releasing a download version of a disc-based software title (or vice versa) with no content changes, follow the guidelines above for re-released titles.

Table 1-2 Grace Period Overview

Template Version	Acceptable Until
1.7.1	December 31, 2015
1.8	-

1.2 Sections Relevant for Standard Applications

The following sections apply when creating e-manuals for standard applications.

Chapter, Section, or Document	Information Provided
2 Template Types 3 Using Templates	Overview of the types of templates provided in this package.
4 Sample Template Structure	How the e-manual templates fit into the overall e-manual structure.
Tables at the beginning of following sections: 5.1 Template Units (First Page) 5.2 Template Units (Other Pages) 5.3 Template Units (Second-Last Page) 5.4 Template Units (Last Page)	Which template units your manual requires and in what order they should be assembled, along with details on template units and any required edits.
Separate document (part of WiiU-ManualTools): <i>Wii U Electronic Manual Creation Guide</i>	Once you understand what content needs to appear in your manual, you can start using the Template Manager to merge template units together and place them in your manual. Instructions for this procedure are explained in the separate <i>Wii U Electronic Manual Creation Guide</i> .
7 Making Use of Design Templates 8 Creating Design Templates	How to use the pre-made design assets, how to create your own, and how to apply them to your electronic manuals. Please refer to and use these when creating electronic manuals.
Appendix A Region-Specific Information	Language requirements for the American and European regions, along with information about region-specific content.

1.3 E-Manual Creation Roadmap for Virtual Console Games

The following sections apply when creating e-manuals for Virtual Console games.

Chapter, Section, or Document	Information Provided
2 Template Types 3 Using Templates	Overview of the types of templates provided in this package.
4 Sample Template Structure	How the e-manual templates fit into the overall e-manual structure.
Tables at the beginning of following sections: 6.1 Virtual Console: Template Units (First Page) 6.2 Virtual Console: Template Units (Other Pages) 6.3 Virtual Console: Template Units (Second Last Page) 6.4 Virtual Console: Template Units (Last Page)	Which template units your manual requires and in what order they should be assembled, along with details on template units and any required edits.
Separate document (part of WiiU-ManualTools): <i>Wii U Electronic Manual Creation Guide</i>	Once you understand what content needs to appear in your manual, you can start using the Template Manager to merge template units together and place them in your manual. Instructions for this procedure are explained in the separate <i>Wii U Electronic Manual Creation Guide</i> .
7 Making Use of Design Templates 8 Creating Design Templates	How to use the pre-made design assets, how to create your own, how to use the pre-recommended design assets for Virtual Console games, and how to apply them to your electronic manuals. Please refer to and use these when creating electronic manuals.
Appendix A Region-Specific Information	Language requirements for the American and European regions, along with information about region-specific content.

1.4 Preparations Before Using Templates

You must set an e-manual code to create an association between software and its e-manual. Use the Wii U Manual Editor to enter the e-manual code based on the four letter product code you received from Nintendo. For more information on entering this code, see the *Wii U Electronic Manual Creation Guide*.

Note: The e-manual code standard changed in February 2013. Use the new standard for all new titles or new revisions to existing titles. Main changes are given below.

Version Number

Old rule: Initial versions are not indicated. The version changes to "1", "2" and so on when the title is revised.

New rule: The initial version is "00" and changes to "01", "02" and so on for any post-release revisions.

Region code

Old rule: Use the region code for the region the e-manual will be used in.

New rule: The region code is no longer included in the e-manual code.

Note: It is acceptable to reuse an e-manual that was created for the full version in a demo verbatim. When making an e-manual for a demo, make sure to use the e-manual code format for demos. If you end up implementing the full version's e-manual verbatim in your demo, do not update the e-manual code. If any changes whatsoever are made (including adding a new language to the e-manual), update the e-manual code.

For example, suppose you implemented the e-manual for a full version in a demo and released it, and used the code "WUP-P-XXXX-00." Later, suppose you decide to change a portion of the e-manual and implement it in the full version. This would constitute a revision to the full version's e-manual, so you would update the suffix at the end of the e-manual code and use "WUP-P-XXXX-01" as the new code.

Warning: Editors previous to WiiU-Manual Editor Ver.1.6.0 do not allow you to omit the region code. Leaving the region code field blank will not display correctly, so be sure to enter an e-manual code according to the old rules if you are using an older version of the editor. A region code is not required if using WiiU-Manual Editor Ver.1.6.0 or later.

1.5 Legend for Symbols Used in This Document

Each template unit has its own sub-section in this document that contains all the relevant specifications for the chunk of text in question. The page titles and page categories for certain template units are determined by Nintendo and are not allowed to be modified. These classifications provide consistency that enables consumers to navigate e-manuals more quickly. For other template units, e-manual designers can customize the page titles and page categories as they see fit. (Nintendo sometimes provides a recommendation, but not always.)

In this document, the symbols below are used as shorthand; please make sure you understand these, and don't change page titles and page categories for which Nintendo requires certain text.

Table 1-3 Symbols

Symbol	Meaning
	Changes to these page titles or categories are prohibited.
	Changes to these page titles or categories are allowed, but Nintendo provides a recommendation.
	Page title or category is entirely up to the e-manual designers.

2 Template Types

Templates for Wii U e-manuals are stored within the “Templates” folder of the Wii U Manual Templates package. The templates are stored in an XML-based file format called NFPG. There are two types of template included in the package.

Table 2-1 Template Types

Type	Description
Template Units	These are fixed pieces of text that must be included in the manual, depending on the functionality of the software.
Design Templates	These are materials which have been prepared for general design use, such as headers, callouts, tables, etc.

Template Units

The individual fixed pieces of text that are used in most manuals have been provided in advance as template units. Some of these template units must be included on certain pages (the first page, the second-last page, or the final page), and others can be incorporated anywhere else within the manual. The restrictions on the locations are meant to ensure a consistent structure from one manual to another. The template units that are required, and the order in which they appear, will vary somewhat between titles.

Ranks

Ranks are defined as follows. The ranks are not always correlated with whether or not edits are required. See the Text Edits column for a particular template to determine whether or not edits are required.

Table 2-2 Ranks

Ranks	Description	What happens if there are errors or edits made to the “edits prohibited” portions
A	Notation used for critically important content that is either legally mandated, required due to contracts with other companies, or content that is mandated by the software guidelines (Appendix C).	The product cannot be released unless the issue is fixed. Corrections are mandatory
B	Notation used for important content that is not legally or contractually required, but does protect the product or encourages users to follow precautions.	If requested by Nintendo, developers should do their best to fix these issues.
-	Notation used for content that is left to the developer's discretion as to whether edits are required and what edits to make. This includes items that are marked as being required.	The developer decides what is best for their manual.

Note: Ranks are not applied to the page titles and categories that are listed for each template, with the exception of the “Important Information” page title.

Text Edits

Within the figures in this document, template units have different colors of callout frames depending on whether or not edits to the text are allowed. See the **Text Edits** column for a particular template for detail about what to edit.

Table 2-3 Callout Colors

Frame	Description
Red	- Edits are prohibited except to the blue text. - Edits to the blue text are required to explain the software properly. When making the edits, delete the color tags.
Blue	Indicates sample text. Adjustments and rewrites made to accommodate the software's design are allowed. - When editing, make sure not to significantly change the fundamental intended meaning of the text. - The text you use should convey the appropriate information to the user based on the design of the software. If this text is unnecessary, delete the entire text box.

Design Changes

Check the Design column of the template in question. If it is listed as “Adjustable”, it is acceptable to change the design of the text boxes, even for text that cannot be changed. “Changing the design” means changing the size, color, background color, or spacing between text boxes, as well as adding, changing, or deleting frames.

Design Templates

Headings, frames, callouts, tables, and other such building blocks are provided as design templates. They can be used without any modifications, or you can customize the images to those of your liking. You don't have to use them if you don't want, and how you use them is up to you.

Samples of headings, frames, callouts, tables, and other design templates recommended for use in e-manuals for Virtual Console titles are also provided. These are referred to as "Virtual Console-specific design templates."

3 Using Templates

You can merge both types of templates (template units and design templates) using the Manual Editor's Template Manager feature and export them as pages. Refer to the *Wii U Electronic Manual Creation Guide* for information on using the Template Manager.

The following diagrams give a quick outline of the process.

Figure 3-1 Merging Template Units (e.g. Second-Last Page)

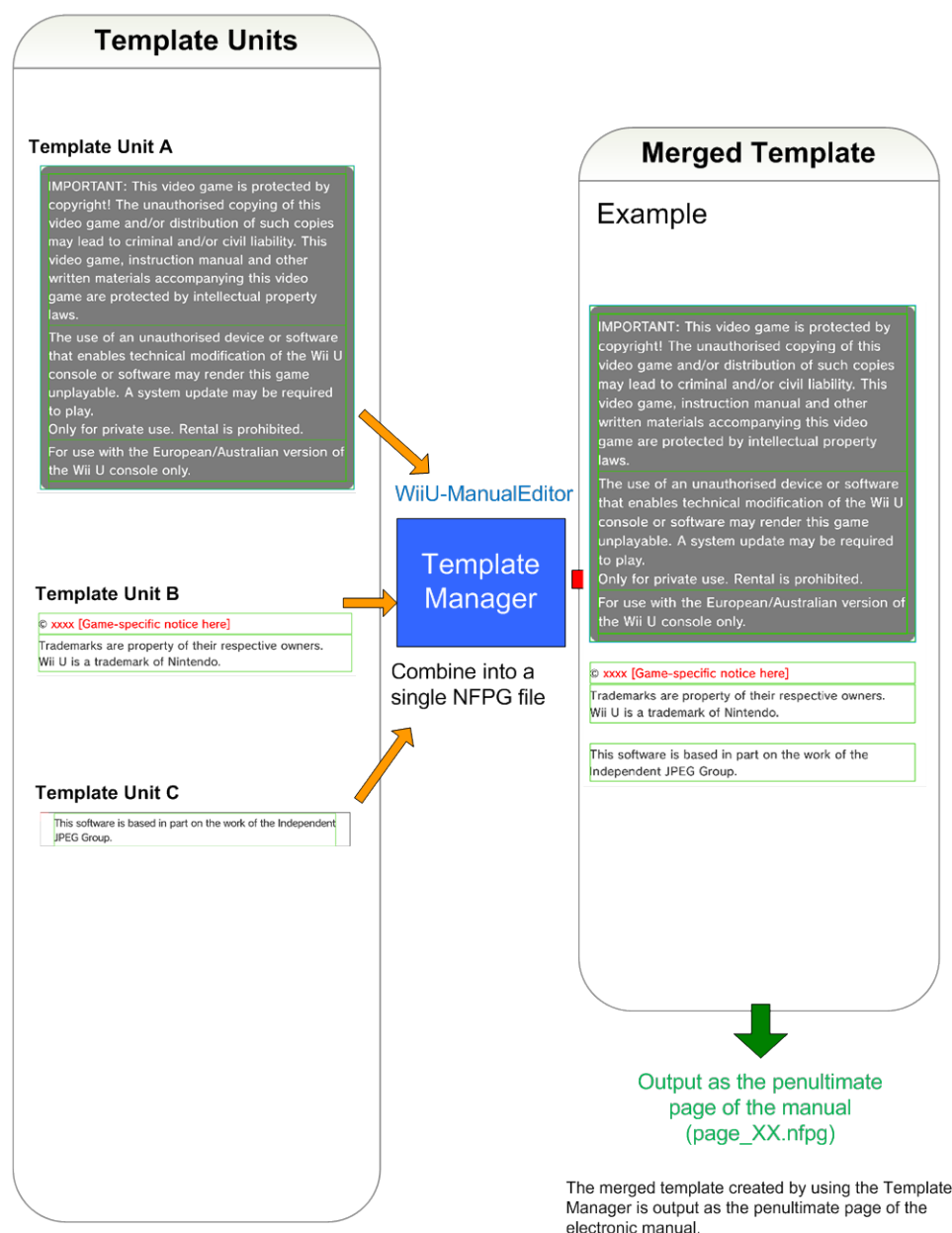
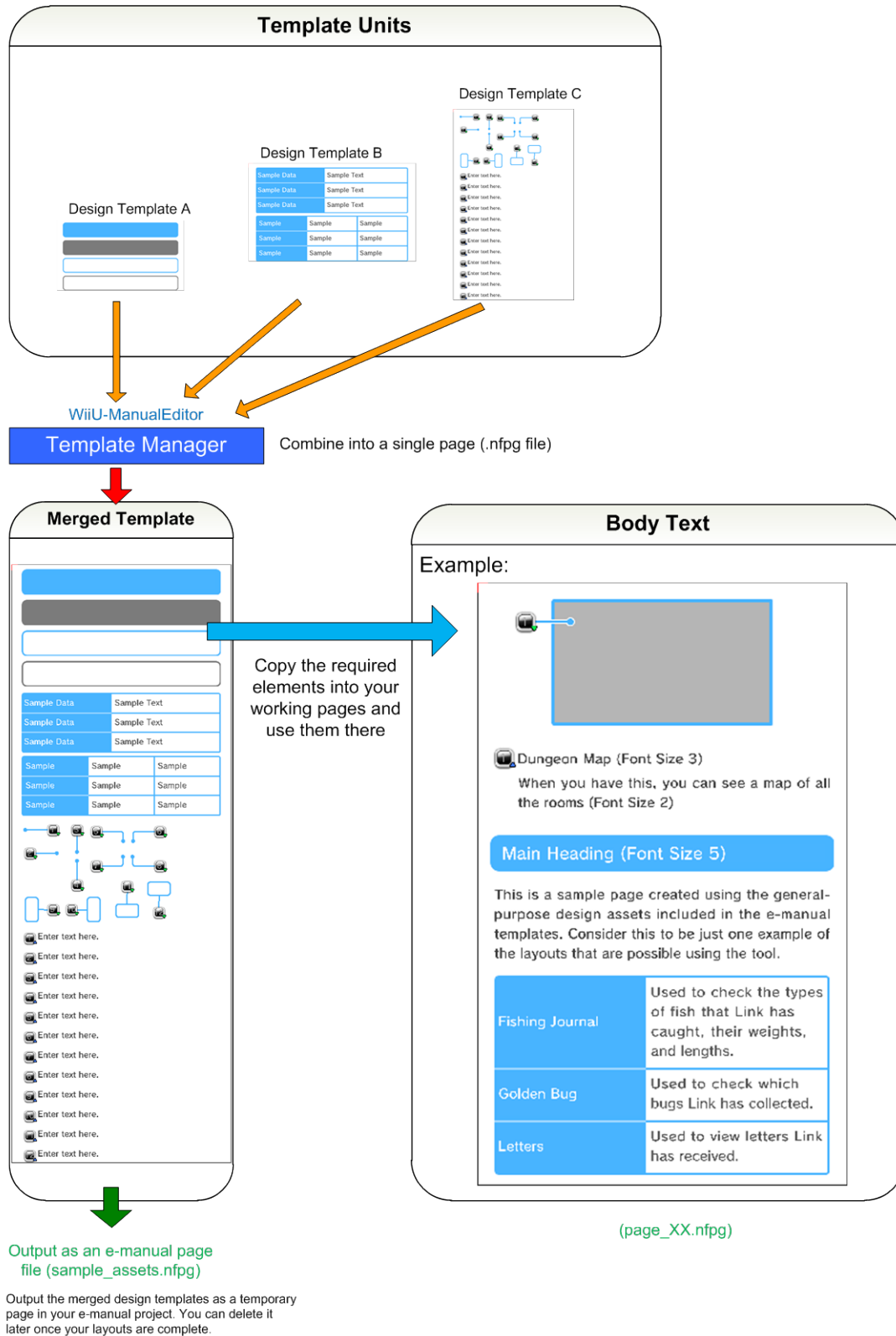


Figure 3-2 Merging Design Templates (e.g. Screen Layout page)



4 Sample Template Structure

A typical e-manual will have a structure similar to one of the images below. For details about the information each section should contain and the rules governing that content, please refer to the individual template descriptions in this handbook.

▼ Regular Software



▼ Virtual Console Software



- In the screenshots above, page titles and categories are based on NOA manuals. Refer to the appropriate sections within this document to ensure that your manual uses appropriate NOE page titles/categories.
- Usage of X symbols and page specifications in the screenshots above are for demonstration purposes only and should not be reproduced in an actual manual.

5 Template Unit Descriptions and Editing Procedures

This chapter describes template units required in e-manuals. Follow the rules given for each template unit and place them on the pages indicated. Template units that are for use with Virtual Console titles are addressed in Chapter 6, Virtual Console: Template Unit Descriptions and Editing Procedures.

5.1 Template Units (First Page)

Below are the template units that must be used to create the first page of the manual. When exporting this template to your project using the Template Manager, use "page_01.nfpg" as the filename.

5.1.1 Page Title/Category

	Title	Category
English	Important Information (⚠)	[blank] (⚠)
French	Informations importantes (⚠)	[blank] (⚠)
Spanish	Información importante (⚠)	[blank] (⚠)
Portuguese	Informações Importantes (⚠)	[blank] (⚠)
German	Wichtige Informationen (⚠)	[blank] (⚠)
Italian	Informazioni importanti (⚠)	[blank] (⚠)
Dutch	Belangrijke informatie (⚠)	[blank] (⚠)
Russian	Важная информация (⚠)	[blank] (⚠)

(1)

5.1.2 Required Template Units

Table 5-1 Template Units (First Page)

No.	Template Unit	Folder	Filename	Rank
1	Important Information	beforeuse	beforeuse.nfpg	A
2	Language Selection	language	lang_8in1.nfpg lang_6in1.nfpg lang_5in1.nfpg lang_other.nfpg	-
3	Age Rating Information	agerating	agerating.nfpg	-

5.1.3 Template Units: Explanation/Editing

5.1.3.1 Important Information

Required for all software titles.

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

(2)

Health and Safety

Before use, please read the contents of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Item	Rank	Design	Text Edits
(1)	A	-	Editing this page title is prohibited.
(2)	A	Adjustable	Editing this text is prohibited. For software that has unusual specifications (for example, a service that will be discontinued after a certain period of time), it is acceptable to add supplemental information explaining the situation to consumers in advance.

5.1.3.2 Language Selection

Required for all software titles.

5-in-1 (EFIGS)

Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in  System Settings.

◆ In-game screenshots in this manual are of the English version of the software.

◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localised text used in the software.

6-in-1 (EFIGSD)

Language Selection

The in-game language depends on the one that is set on the console. This title supports six different languages: English, German, French, Spanish, Italian and Dutch.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in  System Settings.

◆ In-game screenshots in this manual are of the English version of the software.

◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localised text used in the software.

8-in-1 (EFIGSDPR)

Language Selection

The in-game language depends on the one that is set on the console. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your console. You can change the console language in  System Settings.

◆ In-game screenshots in this manual are of the English version of the software.

◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localised text used in the software.

(1)

(2)

Other

Language Selection

This title supports 10 different languages: English, German, French, Spanish, Italian, Dutch, Portuguese, Russian, Swedish and Danish.

You can change the in-game language at any time from the Options menu.  5

Note that changing the system language in System Settings will not affect the in-game language.

(1)

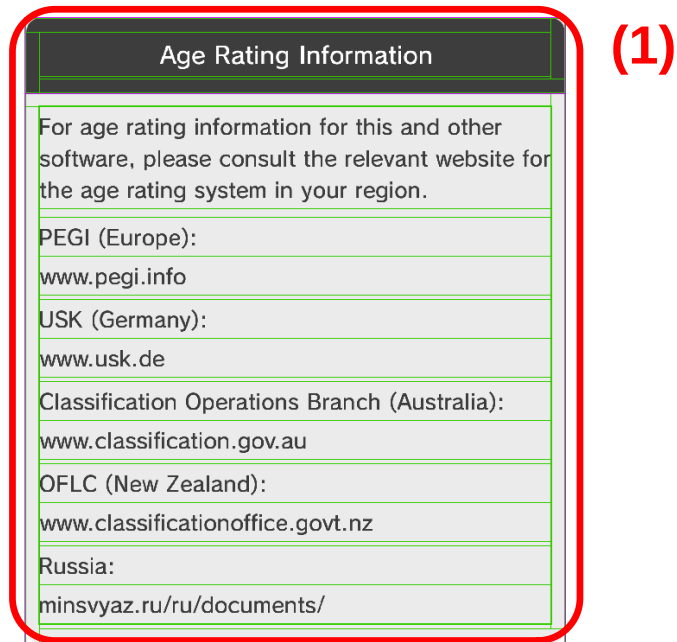
(3)

(4)

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Editing this text is prohibited.
(2)	-	Adjustable	Include this information for software where the non-English software language manuals use English screenshots. Editing this text is prohibited for Nintendo titles. Licensees may adjust this to match their software specifications. Note: This section is intentionally excluded for non-software languages (e.g. Dutch, Portuguese and Russian in the case of the 5-in-1 template), as the content is not relevant for these languages. Note: The English template data does not include these bullet points; however, English text is included in the screenshot above for demonstration purposes, and as a basis for translation into other languages.
(3)	-	Adjustable	Enter the languages supported by the software.
(4)	-	Adjustable	Add information about how to change the software language. If the information is elsewhere in the manual, it is acceptable to use the existing text with an appropriate page reference. If your software languages include Wii U console languages, and changing the console language does not affect the software language setting, include a note to this effect either here or in an appropriate part of the manual.

5.1.3.3 Age Rating Information

Required for all software titles, including those without an age rating.



Item	Rank	Design	Text Edits
(1)	-	Adjustable	Editing this text is prohibited.

5.2 Template Units (Other Pages)

This section explains the template units which can be inserted on any page other than the first, second-last, or last page.

5.2.1 Required Template Units for Other Pages

The template units to be inserted on other pages differ depending on the software specifications. Choose the appropriate templates to match the software title.

Template units appearing in this chapter can be placed anywhere in the electronic manual with the exception of the first, second-last, or last page. Certain template units are required to be implemented as separate pages, whereas others can be combined with other pages within your manuals in any order you see fit. The specifications for the location of each template unit are described individually in the sub-section below.

Table 5-2 Template Units (Optional Placement)

Template Unit	Folder	Filename	Rank
Controllers / Accessories	accessory	controller.nfpg	-
Wii Balance Board	accessory	Wii_Balance_Board.nfpg	-
About amiibo	accessory	amiibo.nfpg	-
Online Features	communications	internet_connection.nfpg	-
Parental Controls	warning	parental_control.nfpg	-
User-Generated Content	—	—	-
Downloadable Content/Passes	communications	add_contents_ticketticket.nfpg	-
Connecting to Nintendo 3DS	communications	3DS_connection.nfpg	-
Surround Sound	accessory	surround.nfpg	-

5.2.2 Controllers and Accessories

5.2.2.1 Page Title/Category

If your game doesn't support any items from the Accessories section, it is OK to remove "Accessories" from the page title, or otherwise adjust the title to match the page content.

It is not required to place this on a page on its own – it can be combined with other content such as controls information.

	Title	Category
English	Controllers / Accessories (👉)	Setup (👉)
French	Manettes / Accessoires (👉)	Paramètres (👉)
Spanish	Mandos y accesorios (👉)	Configuración (👉)
Portuguese	Comandos / Acessórios (👉)	Configuração (👉)
German	Controller / Zubehör (👉)	Einstellungen (👉)
Italian	Controller / Accessori (👉)	Impostazioni (👉)
Dutch	Controllers / accessoires (👉)	Instellen (👉)
Russian	Контроллеры/аксессуары (👉)	Настройка (👉)

5.2.2.2 Template Units: Explanation/Editing

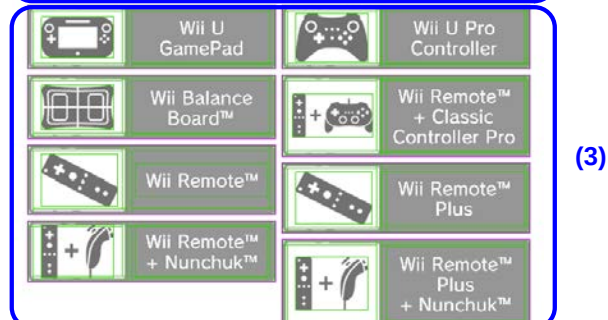
Required for all software titles which support any controllers/accessories other than the Wii U GamePad. Make sure to list all controllers that can be used within the software and accessories that can improve the experience. This template is not required for software played using only a single Wii U GamePad.

You can change the color of the TGA images, but if doing so, you must standardize the colors used throughout the page. Changing each TGA image to a different color is prohibited. It is acceptable to change the design of the text boxes, even if the text itself is not allowed to be changed.

Note: For If the software uses the software keyboard, then USB keyboards should automatically be supported; however, the "USB Keyboard" accessory item on this page should only be included if USB keyboard compatibility has been tested.

Controllers (1)

The following controllers can be paired with the console and used with this software. (2)



◆ To play multiplayer modes, each player needs a separate controller. (4)

◆ Only one Wii U GamePad can be used with this software at a time. (5)

◆ A Wii Remote Plus can be used instead of a Wii Remote. (6)

◆ A sensor bar is required when using the Wii Remote/ Wii Remote Plus. For more information about sensor bar placement, read the Wii U Operations Manual. (7)

◆ A Wii Remote with Wii MotionPlus™ accessory attached can be used instead of a Wii Remote Plus. (8)

◆ A Classic Controller can be used instead of a Classic Controller Pro. (9)



Accessories (1)

The following accessories can be used with this software. (2)



◆ For information about using the Nintendo 3DS, see 6. (11)
◆ Unless stated otherwise, any references to "Nintendo 3DS" refer to Nintendo 3DS, Nintendo 3DS™ XL and Nintendo 2DS™ systems.

Item	Rank	Design	Description												
1	-	Adjustable	This text can be customized. If a heading isn't necessary (for example, if the page title already serves as a heading), delete the entire text box and frame combination.												
2	-	Adjustable	This content can be customized.												
3	-	Adjustable	Use the name of the controller or accessory together with a TGA image as a set. Editing the text for the product names is prohibited. Include only the appropriate controllers and accessories given your software's specifications, and delete any unnecessary items. The spatial relationship between the text and the icon is left to your discretion. <table><tr><th>Situation</th><th>Requirement</th></tr><tr><td>Software uses the Wii Remote and Wii Remote Plus interchangeably</td><td> Wii Remote™</td></tr><tr><td>Software supports the Wii Remote Plus only</td><td> Wii Remote™ Plus</td></tr><tr><td>Software uses the Wii Remote and Wii Remote Plus interchangeably, along with the Nunchuk</td><td> Wii Remote™ + Nunchuk™</td></tr><tr><td>Software supports the Wii Remote Plus only, along with the Nunchuk</td><td> Wii Remote™ Plus + Nunchuk™</td></tr><tr><td>Software uses Wii Remote and Wii Remote Plus interchangeably, but includes modes where only the Wii Remote Plus is supported</td><td> Wii Remote™  Wii Remote™ Plus Also add a note in section 5 to this effect (e.g. "Some modes can only be played with a Wii Remote Plus.")</td></tr></table> Although the text and TGA images should generally be used as a set, it is also acceptable to list the product names only in textual format. For example, for a game that is mostly controlled using a Wii Remote Plus, but uses the Nunchuk only in certain mini-games, Nintendo recommends using the "Wii Remote™ Plus" text and TGA image combination (not the "Wii Remote™ Plus + Nunchuk™" combination),	Situation	Requirement	Software uses the Wii Remote and Wii Remote Plus interchangeably	 Wii Remote™	Software supports the Wii Remote Plus only	 Wii Remote™ Plus	Software uses the Wii Remote and Wii Remote Plus interchangeably, along with the Nunchuk	 Wii Remote™ + Nunchuk™	Software supports the Wii Remote Plus only, along with the Nunchuk	 Wii Remote™ Plus + Nunchuk™	Software uses Wii Remote and Wii Remote Plus interchangeably, but includes modes where only the Wii Remote Plus is supported	 Wii Remote™  Wii Remote™ Plus Also add a note in section 5 to this effect (e.g. "Some modes can only be played with a Wii Remote Plus.")
Situation	Requirement														
Software uses the Wii Remote and Wii Remote Plus interchangeably	 Wii Remote™														
Software supports the Wii Remote Plus only	 Wii Remote™ Plus														
Software uses the Wii Remote and Wii Remote Plus interchangeably, along with the Nunchuk	 Wii Remote™ + Nunchuk™														
Software supports the Wii Remote Plus only, along with the Nunchuk	 Wii Remote™ Plus + Nunchuk™														
Software uses Wii Remote and Wii Remote Plus interchangeably, but includes modes where only the Wii Remote Plus is supported	 Wii Remote™  Wii Remote™ Plus Also add a note in section 5 to this effect (e.g. "Some modes can only be played with a Wii Remote Plus.")														

Item	Rank	Design	Description
			and then adding a note below that explains about the Nunchuk (something like “Certain mini-games also require a Nunchuk.”). The content you choose for this portion of the “Controllers and Accessories” template unit should be the most consumer-friendly choice given your software’s specifications. Note: Using TGA files alone (without text) is prohibited. Use either text only or text paired with an image. Note: When using the Nintendo 3DS as a controller, insert it as part of the “Controllers” section. Note: Contact Nintendo’s Licensing Department if you have created any TGA images for proprietary accessories created by the publisher, for which no template assets are provided by Nintendo.
4	-	Adjustable	This text can be customized. This can be adjusted to match the software specifications. If only some of the many available controllers can be used for multiplayer modes, be sure to specifically state which controllers are supported. For example, “To play a two-player game, two Wii Remotes are required.”
5	-	Adjustable	This text can be customized freely. List any controller-related precautions or extra information here.
6	-	Adjustable	Include this text for titles where the Wii Remote and Wii Remote Plus are interchangeable. Include this text even if the Wii Remote is combined with another controller, such as a Nunchuk. Either use the sample text verbatim, or use text with the same intent.
7	-	Adjustable	Include this text for titles that require the Sensor Bar. Include either “Wii Remote/Wii Remote Plus” or “Wii Remote Plus”, depending on the nature of your software. Either use the sample text verbatim, or use text with the same intent.
8	-	Adjustable	Include this text for titles with game modes that support the Wii Remote Plus but not the original Wii Remote. Include this text even if the Wii Remote is combined with another controller, such as a Nunchuk. Either use the sample text verbatim, or use text with the same intent.
9	-	Adjustable	Include this text for all titles that support the Classic Controller Pro. Either use the sample text verbatim, or use text with the same intent.
10	-	Adjustable	Include this text for titles that support any controllers other than the Wii U GamePad. Either use the sample text verbatim, or use text with the same intent.
11	-	Adjustable	Include this text for software which connects to Nintendo 3DS. Include information about, or directions to information about, Nintendo 3DS-compatible modes. Also include here any supplementary information about compatible accessories.

5.2.3 Wii Balance Board

5.2.3.1 Page Title/Category

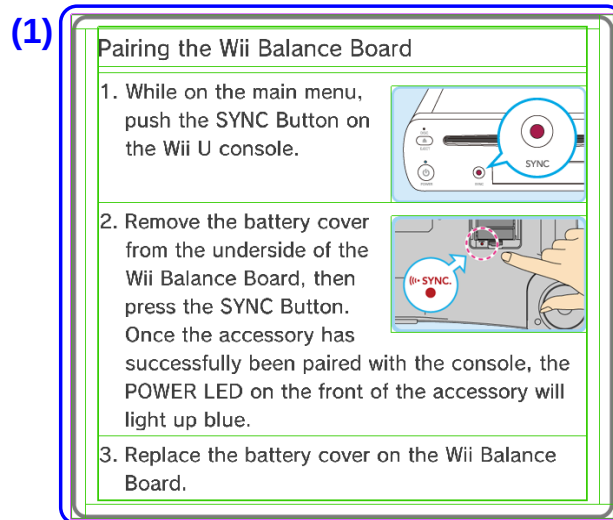
The table below assumes that the template is placed on the Controllers/Accessories page, which is recommended but not mandatory.

	Title	Category
English	Controllers / Accessories (👉)	Setup (👉)
French	Manettes / Accessoires (👉)	Paramètres (👉)
Spanish	Mandos y accesorios (👉)	Configuración (👉)
Portuguese	Comandos / Acessórios (👉)	Configuração (👉)
German	Controller / Zubehör (👉)	Einstellungen (👉)
Italian	Controller / Accessori (👉)	Impostazioni (👉)
Dutch	Controllers / accessoires (👉)	Instellen (👉)
Russian	Контроллеры/аксессуары (👉)	Настройка (👉)

5.2.3.2 Template Units: Explanation/Editing

Required for titles which support the Wii Balance Board.

This template can be added in any location, but it is recommended to include it on the Controllers/Accessories page near “Pairing Controllers”. It is acceptable to place this in the same frame as “Pairing Controllers”.



Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent. Make sure to explain where in the application (for example, the main menu screen) users can pair a Wii Balance Board in your software.

5.2.4 About amiibo

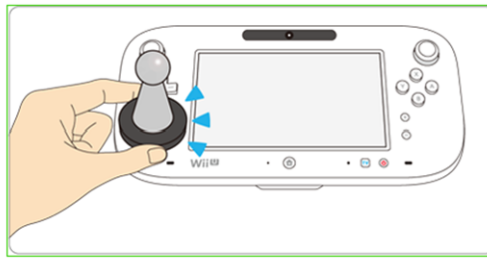
5.2.4.1 Page Title/Category

	Title	Category
English	About amiibo (👤)	Setup (👤)
French	À propos des amiibo (👤)	Paramètres (👤)
Spanish	Acerca de los amiibo (👤)	Configuración (👤)
Portuguese	Acerca dos amiibo (👤)	Configuração (👤)
German	Über amiibo (👤)	Einstellungen (👤)
Italian	Informazioni sugli amiibo (👤)	Impostazioni (👤)
Dutch	Over amiibo (👤)	Instellen (👤)
Russian	Об amiibo (👤)	Настройка (👤)

5.2.4.2 Template Units: Explanation/Editing

Required for all software titles with amiibo support. This template unit can be combined with other content on any page other than the first, second-last, or last page. (In other words, there is no need to implement the content in this template as a separate page.)

(1)



This software supports . You can use compatible amiibo™ accessories by touching them to the NFC touchpoint () on the Wii U GamePad.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.

For more information, visit:

- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

◆ Each amiibo can only hold game data for one software title at a time. In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to Wii U Menu ⇒ System Settings ⇒ amiibo Settings.

◆ An amiibo can be read by multiple compatible software titles.

◆ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒ System Settings ⇒ amiibo Settings and reset the data.

α

Item	Rank	Design	Text Edits
(1)	-	Adjustable	If it is possible to delete amiibo data within the software, it is recommended that information about this be included in place of the reference to the System Settings application. α It is recommended that this section be removed for software which does not write data to an amiibo. Either use the sample text verbatim, or use text with the same intent.

5.2.5 Online Features

5.2.5.1 Page Title/Category

	Title	Category
English	Online Features (🔌)	Setup (🔌)
French	Fonctions en ligne (🔌)	Paramètres (🔌)
Spanish	Funciones en línea (🔌)	Configuración (🔌)
Portuguese	Funcionalidades Online (🔌)	Configuração (🔌)
German	Online-Funktionen (🔌)	Einstellungen (🔌)
Italian	Funzioni online (🔌)	Impostazioni (🔌)
Dutch	Onlinefuncties (🔌)	Instellen (🔌)
Russian	Онлайн-функции (🔌)	Настройка (🔌)

5.2.5.2 Template Units: Explanation/Editing

Required for all software titles that support, but do not require, online communication. This template is meant to inform users of the extra features they can enjoy by going online. This template unit can be combined with other content on any page other than the first, second-last, or last page. (In other words, there is no need to implement the content in this template as a separate page.)

(1) Connect to the internet to enjoy these features:

- Miiverse  6
- Add-On Content Purchase  10

(2) ♦ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Describe the features or items which become available if users connect their system to the internet. You can use as much space as needed to describe these features, or direct users to another page which explains the features in context.
(2)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

5.2.6 Parental Controls

5.2.6.1 Page Title/Category

	Title	Category
English	Parental Controls (🚫)	Setup (🔧)
French	Contrôle parental (🚫)	Paramètres (🔧)
Spanish	Control parental (🚫)	Configuración (🔧)
Portuguese	Controlo Parental (🚫)	Configuração (🔧)
German	Altersbeschränkungen (🚫)	Einstellungen (🔧)
Italian	Filtro famiglia (🚫)	Impostazioni (🔧)
Dutch	Ouderlijk toezicht (🚫)	Instellen (🔧)
Russian	Родительский контроль (🚫)	Настройка (🔧)

5.2.6.2 Template Units: Explanation/Editing

Required for all software titles that allow restriction based on the following Parental Controls:

- Online Interaction in Games
- Internet Browser (if the user can view websites directly without actively opening the Internet Browser application; this is not necessary if the browser is only used to read PDF files)
- Wii U Shopping Services (if the user can purchase content directly from within the software)
- Miiverse (if the user can post/view posts directly without opening the Miiverse application)
- Friend Registration
- Entertainment Excluding Games

This template is *not* required for software that only allows restriction based on the following Parental Controls:

- Game Rating
- Data Management
- Internet Settings

The content in this template unit must appear as its own page in your e-manual. If there is other information you want to convey to parents and guardians, add it to this page.

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

(1)

The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts communication features, such as voice chat or online play.  5
Internet Browser	Restricts the opening of websites.  5
Wii U Shopping Services	Restricts the purchase of add-on content.  5
Miiverse	Restricts posting on Miiverse™ and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing.  5
Friend Registration	Restricts the registration of new friends.  5
Entertainment Excluding Games	You will need to enter your PIN the first time you start this software. It will not be required for subsequent uses.  5

(2)

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.
(2)	-	Adjustable	Remove any Parental Controls which are not applicable to your software. For all applicable Parental Controls, edit the description to match what can be actually restricted in your software.

Note: Make sure to provide concrete examples of what content in your title these Parental Controls restrict. You can optionally include page jump buttons to link to pages describing the features which would be restricted.

Note: The content in this template unit must appear as its own page in your e-manual. If there is other information you want to convey to parents and guardians, add it to this page.

5.2.7 User-Generated Content

UGC-related information should be explained within the software; as of Wii U Guidelines 1.7, it is no longer necessary to include this in e-manuals. Please refer to the CTR Guidelines for details on what information is to be provided.

5.2.8 Downloadable Content / Passes

Required for all software titles that support purchase/download of downloadable content (DLC) or passes within the software or through an application external to the software, such as Nintendo eShop.

This template should be inserted as a separate page.

If the content/pass requires payment, ensure that this is clear to the user.

(1)

You can purchase downloadable content and passes online.

Passes allow you to use online services for a limited time.

● Procedure

Select  on the HOME Menu to open Nintendo eShop, then refer to the information about DLC/passes in the Nintendo eShop electronic manual for further instructions.

◆ To open the electronic manual, select "Menu" in Nintendo eShop, then select "Help", followed by "Manual".

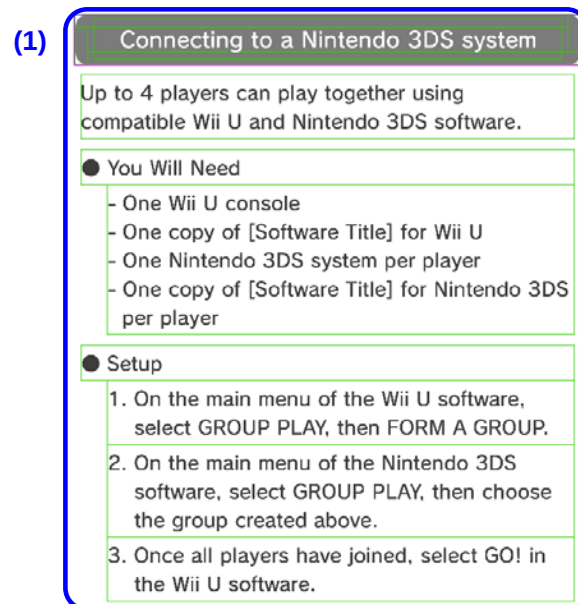
Item	Rank	Design	Text Edits
(1)	-	Adjustable	Provide information about DLC/passes available for your title, including: - Type of pass (e.g. content, subscription) - Services provided, if appropriate - Directions for the user to purchase/download passes. An example is provided for DLC purchased via Nintendo eShop, but this can be adjusted to match the software specifications. If your software has the ability to launch Nintendo eShop directly, be sure to explain that. Provide a clear and specific method so that users can purchase or download the content/access passes without getting confused.

5.2.9 Connecting to Nintendo 3DS

Required for software which supports local wireless communication with Nintendo 3DS.

It is not required to create a page especially for this; this information can be added to the relevant section of another page in the manual.

Note: The content of this template assumes UDS connection (one host system and multiple client systems). Adjust the description to match your software features.

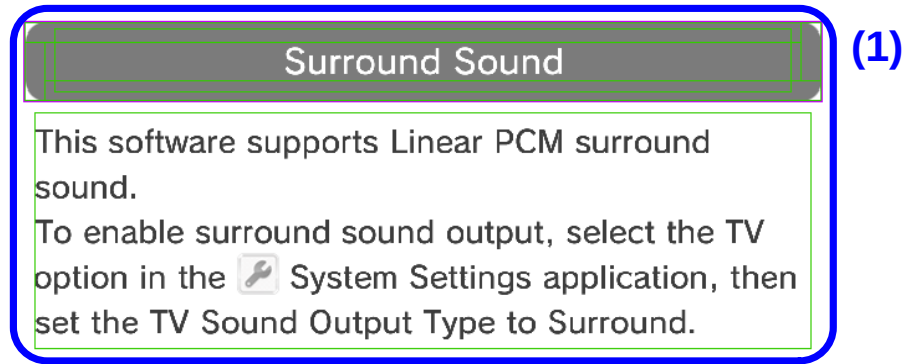


Item	Rank	Design	Text Edits
(1)	-	Adjustable	Provide information about connecting the software to a Nintendo 3DS system/systems, including: - Information about, or directions to information about, the corresponding software feature. - Required number of Nintendo 3DS systems and software title, if appropriate - Maximum number of players - In-game requirements for wireless play (e.g. progress requirements before the mode is unlocked) Information about the connection procedure. Make it clear which system/console each action should be carried out on.

5.2.10 Surround Sound

Required for all software titles that support surround sound.

This template unit can be combined with other content on any page other than the first, second-last, or last page. (In other words, there is no need to implement the content in this template as a separate page.)



Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

5.3 Template Units (Second-Last Page)

This section explains the template units which can be inserted on the second-last page.

5.3.1 Page Title/Category

	Title	Category
English	Copyright Information (⚠)	Product Information (⚠)
French	Informations légales (⚠)	Informations sur le produit (⚠)
Spanish	Información de copyright (⚠)	Información sobre el producto (⚠)
Portuguese	Informações sobre Direitos de Autor (⚠)	Informações sobre o Produto (⚠)
German	Copyright-Hinweise (⚠)	Produktinformationen (⚠)
Italian	Informazioni sul copyright (⚠)	Informazioni sul prodotto (⚠)
Dutch	Copyrightinformatie (⚠)	Productinformatie (⚠)
Russian	Информация об авторских правах (⚠)	Информация о продукте (⚠)

5.3.2 Required Template Units

The template units to be inserted on the second-last page differ depending on the software specifications. They also differ depending on whether the title is published by Nintendo or a licensee. Ensure that the template units are merged in the order given in the table below, and that the page background is plain white.

Table 5-3 Template Units for the Second-Last Page

No.	Template Unit	Category	Filename	Rank
1	Intellectual Property Warning	warning	warning.nfpg	A
2	Copyrights and Trademarks	copyright&trademark	copyright&trademark.nfpg	B
3	Font Copyrights (See notes below)	font	-	A
4	Middleware Copyrights	middleware	Havok.nfpg Nuance.nfpg QR_code_reader.nfpg Roland.nfpg unity.nfpg	A
			gameware.nfpg	A
5	Open Source Software Copyrights	oss	enchant.js.nfpg ijg_libjpeg.nfpg libnx_oss.nfpg libnx_oss_LZ4.nfpg Nintendo_Web_Framework.nfpg / Nintendo_Web_Framework_DL.nfpg ShaMo.nfpg / ShaMo_DL.nfpg	A
6	Intellectual Property Cross-Reference	copyright&trademark	copyright_xref.nfpg	A

Note: The text within the font-, middleware- and open source software-related e-manual template units provided in this package comes from a legal agreement between Nintendo and the font/middleware/open source software copyright holder. Licensees must use the contractually obligated language required in the contract for the font(s)/middleware product(s)/open source software they use for their titles. It is acceptable to modify existing texts if the contract between the licensee and the product developer requires it, even if such text is marked as prohibited for edits.

Note: If your manual contains multiple languages, it is acceptable to include items 2-5 in the English version only and insert a cross-reference for all other languages. See 5.3.3.6 Intellectual Property Cross-Reference for more information.

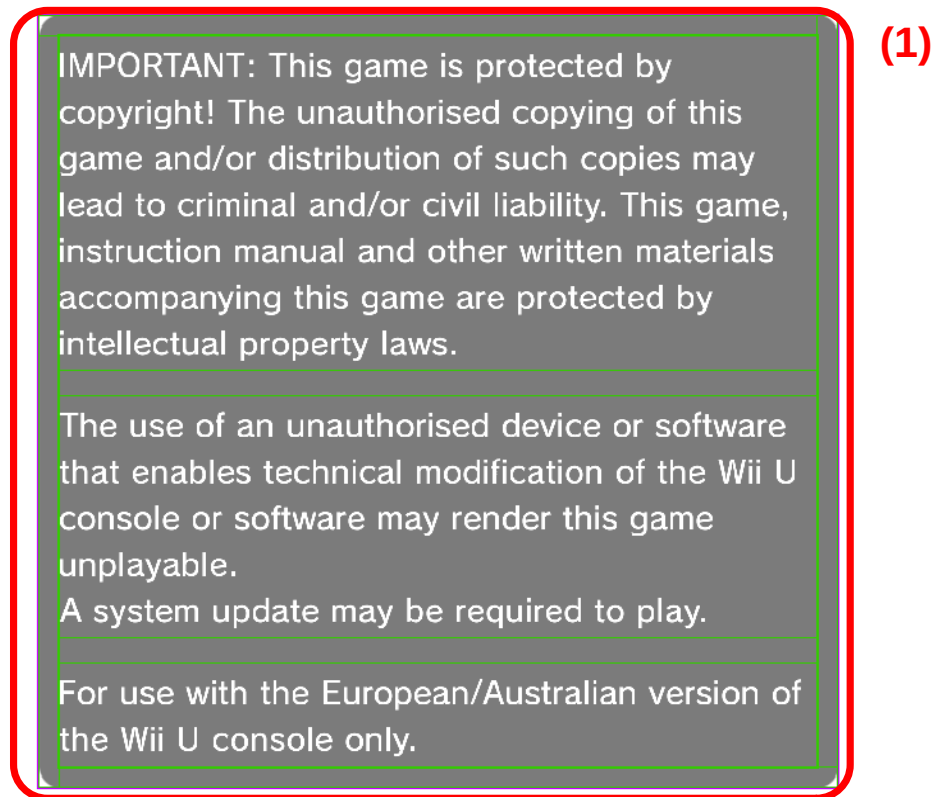
Warning: The QR Code Decoder template unit is provided for Nintendo titles only. Licensees should use the contractually obligated language from Denso Wave.

Warning: If other notations are required, be sure to add text boxes as required to include them.

5.3.3 Template Units: Explanation/Editing

5.3.3.1 Intellectual Property Warning

Required for all software titles, whether published by Nintendo or its licensees.



Item	Rank	Design	Text Edits
(1)	A	Adjustable, but ensure that this section stands out.	Editing this text is prohibited.

5.3.3.2 Standard Copyright Statement

Required for all software titles, whether they are published by Nintendo or its licensees.

(1) © xxxx [Game-specific notice here]

(2) Trademarks are property of their respective owners.
Wii U is a trademark of Nintendo.

Item	Rank	Design	Text Edits
(1)	B	Fixed	Enter the appropriate copyright notice. - Nintendo-published titles must use the release date of the software as the date and “Nintendo Co., Ltd” as the copyright holder. Add any other copyright holders as necessary for second-party titles. - Licensee-published titles may use whatever notation the owner of the property rights desires.
(2)	B	Fixed	Editing this text is prohibited. The trademark notice is not required for software that only uses Nintendo's trademarks. If licensees request the inclusion of any software-related legal notices, they should be added in this template.

5.3.3.3 Font Copyrights

Currently, no font copyright notices are required by Nintendo in the Americas or Europe. However, licensees must use the contractually obligated language required in the contract for the font(s) they use for their titles.

5.3.3.4 Middleware Copyrights

Design changes to any template units containing a logo are forbidden, as the middleware owners have provided specific requirements for display of the logo. If the template units are merged using the Template Manager, the correct logo display parameters will be maintained.

Licensees must use the contractually obligated language required in the contract for any middleware products used in their titles.

QR Code-Related

Add the legal information below for Nintendo-published software that uses the QR Code Decoder.

"QR Code reader" includes software deliverables of Information System Products Co., Ltd. and Institute of Super Compression Technologies, Inc. (1)

QR Code is a registered trademark of DENSO WAVE INCORPORATED in JAPAN and other countries.

Nuance Speech Synthesis Library

Add the legal line below for software that uses the Nuance speech synthesis library.

Design changes to this template unit are forbidden, as the middleware owner has provided specific requirements for display of the logo.

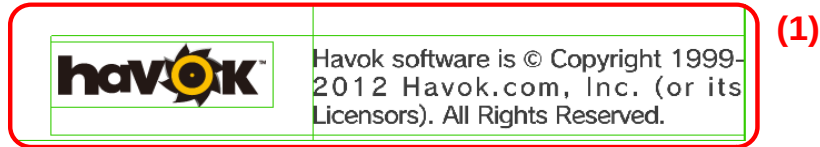
 The Nuance logo is a trademark of Nuance Communications, Inc. (1)

Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

Havok

Add the legal line below for any software using Havok Technology for Wii U, or Havok Wii U XS.

Design changes to this template unit are forbidden, as the middleware owner has provided specific requirements for display of the logo.



Roland SoundCanvas Sound Set

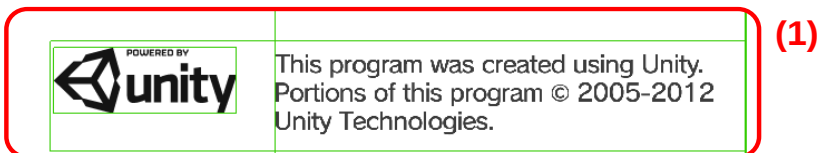
Add the legal line below for software that includes features for music education, music participation, music appreciation, or music production that uses the Roland SoundCanvas Sound Set.

Note: This product is included as part of the CafeSDK. For more details, refer to the CafeSDK API Reference Manual.



Unity

Add the legal line below for any software using Unity for Wii U.



Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

Autodesk GameWare (Beast, Navigation, HumanIK, Kynapse, Scaleform)

Add the legal lines below for software that uses Autodesk Gameware middleware products.

	This software product includes Autodesk® Beast™, Autodesk® Gameware Navigation, Autodesk® HumanIK® and Autodesk®		(1)
	Scaleform® software, © 2012 Autodesk, Inc. All rights reserved.		
	Autodesk, Beast, HumanIK and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.		(2)
	Autodesk is registered trademark or trademark of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.		(3)

Item	Rank	Instructions
1	A	Adjust to reflect the middleware components used by your software. For these purposes, Kynapse can be listed using Autodesk® Gameware Navigation. Example (Kynapse/Navigation only): "This software product includes Autodesk® Gameware Navigation software, [...]" Example (HumanIK only): "This software product includes Autodesk® HumanIK® software, [...]" Example (HumanIK and Scaleform): "This software product includes Autodesk® HumanIK® and Autodesk® Scaleform® software, [...]"
2	A	Adjust to reflect the middleware components used by your software. If your software only uses Kynapse/Navigation, remove this text box. If your software uses Kynapse/Navigation in combination with other components, it is sufficient to only name those other components. Example (HumanIK only): "Autodesk and HumanIK are registered trademarks [...]" Example (HumanIK and Scaleform): "Autodesk, HumanIK and Scaleform are registered trademarks [...]" Example (Kynapse, HumanIK and Scaleform): "Autodesk, HumanIK and Scaleform are registered trademarks [...]"
3	A	Include this text box if your software only uses Kynapse/Navigation. For all other cases, remove it.

Note: The text edits above apply for middleware which is provided via Nintendo. For middleware obtained directly from the developer, edit as necessary to match the contractually obligated language set out in the contract.

5.3.3.5 Open Source Software Copyrights

Licensees must use the contractually obligated language required in the contract for any open source software used in their titles.

Nintendo Web Framework

Add the legal line below for downloadable software using the Nintendo Web Framework. It is also acceptable to use the full template (see below) if preferred.

This product is powered by Nintendo Web Framework.
For information about the open source software used in
Nintendo Web Framework, refer to the Nintendo website. (1)

If your software will be release as a disc-based title, or as both a retail and download title, include the full legal text.

Note: Due to the size of this template unit, it may take a great deal of time to open, or export to BFMA or PDF. Though it may seem like the Manual Editor has crashed, please be patient.

Note: Due to the length of the template unit, a PDF export of the English version is included separately as part of the reference BFMA/PDF files provided in the template package.

This product is powered by Nintendo Web Framework. (1)

The software includes open source software distributed under the terms of the GNU LIBRARY GENERAL PUBLIC LICENSE 2.0 or the GNU Lesser General Public license 2.1 (collectively "LGPL") and modified version of that software (collectively "the OSS"). In compliance with the LGPL, you have the right to obtain the source code of the OSS. If you need the source code, the source code is available on Nintendo's official website.

■ WebKit

The WebKit Open Source Project
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280 North Inc., Acision BV., Adam Barth, Adam Dingle, Adobe Systems Inc, Afonso Rabelo Costa Jr., Aladdin Enterprises, Aleksey Gurtovoy, Alex Mathews, Alex Milowski, Alexander Kellett, Alexey Baskakov, Alexey Proskuryakov, Allan Sandfeld Jensen, Alp Tokar, Anders Carlsson, Andras Becsi, Andrea Anzani, Andreas Dilger, Andreas Kling, Andreas R. Kleinert, Andrew Sutton, Andrew Wason, Andrew Wellington, Andrey A. Chernov, Andrey Parfenov, Anthony Johnson, Anthony Ricaud, Anthony Williams, Antonio Gomes, Antti Koivisto, Appcelerator, Apple, Inc., Arkadiy Vertleyb, Arno Renevier, Auroras Entertainment, Beman Dawes, Ben La Monica, Benjamin

enchant.js for Nintendo Web Framework

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(1)

■ enchant.js

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Wii U JPEG Library

Add the legal line below for software that uses the Wii U JPEG Library.

(1)

This software is based in part on the work of the Independent JPEG Group.

Wii U Share Movies Middleware

Add the legal line below for downloadable software using the Wii U Share Movies middleware. It is also acceptable to use the full template (see below) if preferred.

This software includes "Wii U Share Movies Middleware". For information regarding open source software included in this middleware, see Nintendo's official website. (1)

If your software will be released as a disc-based title, or as both a retail and download title, include the full legal text.

This software includes "Wii U Share Movies Middleware".

■sbc

This software includes open source software distributed under the terms of the GNU Lesser General Public license 2.1 ("LGPL") and modified version of those (collectively "the OSS"). In compliance with the LGPL, the source code of the OSS is made available via Nintendo official website.

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 Version 2.1, February 1999

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(1)

nlib OSS library (libnx_oss.a) – bsdiff

Add the legal line below for software that uses the **bsdiff** component of the nlib OSS library (libnx_oss.a).

Note: See the following section for the legal content to use for **LZ4** in the nlib OSS library (libnx_oss.a).

(1) ■ bsdiff
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met:

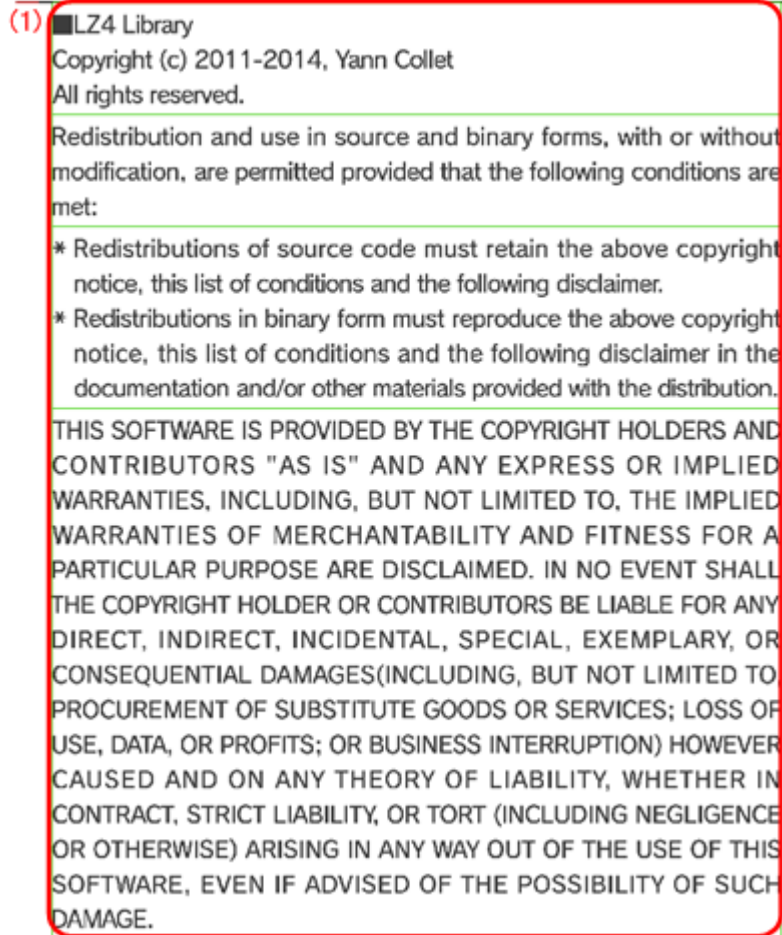
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NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT
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CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO
PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF
USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER
CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE
OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS
SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH
DAMAGE.

nlib OSS library (libnx_oss.a) – LZ4

Add the legal line below for software that uses the **LZ4** component of the nlib OSS library (libnx_oss.a).

Note: See the previous section for the legal content to use for **bsdif** in the nlib OSS library (libnx_oss.a).



Item	Rank	Design	Text Edits
(1)	A	Adjustable	Editing this text is prohibited.

5.3.3.6 Intellectual Property Cross-Reference

If your manual contains multiple languages, it is acceptable to include the copyright notices for the software, along with notices about middleware components and open source software components in the English version only. In this case, include the following cross-reference template for **all** other languages.

Note: If your manual does not have an English version (e.g. multiple single-language ROMs, or single-market software), include full copyright information in all language versions.

(1) For intellectual property rights information relating to this software, including notices relating to middleware components and open source software components if any have been used, refer to the English version of this manual.

Item	Rank	Design	Text Edits
(1)	A	Adjustable	Editing this text is prohibited.

5.4 Template Units (Last Page)

This section explains the template units which can be inserted on the last page.

5.4.1 Page Title/Category

This page should be in the same category as the second-last page.

	Title	Category
English	Support Information (🚫)	Product Information (🚫)
French	Informations de contact (🚫)	Informations sur le produit (🚫)
Spanish	Información de contacto (🚫)	Información sobre el producto (🚫)
Portuguese	Assistência Técnica (🚫)	Informações sobre o Produto (🚫)
German	Serviceinformationen (🚫)	Produktinformationen (🚫)
Italian	Servizio informazioni (🚫)	Informazioni sul prodotto (🚫)
Dutch	Ondersteuning (🚫)	Productinformatie (🚫)
Russian	Информация о поддержке (🚫)	Информация о продукте (🚫)

5.4.2 Required Template Units

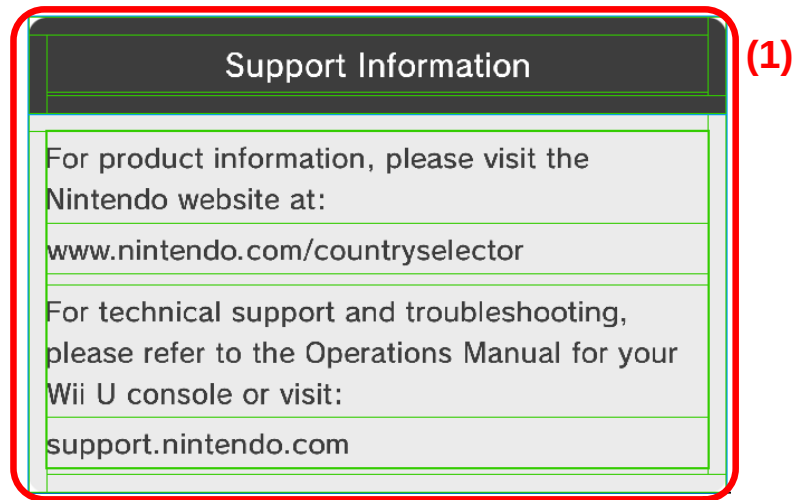
Table 5-4 Template Units for the Second-Last Page

Publisher	Template Unit	Category	Filename	Rank
Nintendo	Support Information	support_info	support_nintendo.nfpg	B
Licensee	Support Information	support_info	support_licensee.nfpg	B

5.4.3 Template Units: Explanation/Editing

5.4.3.1 Support Information for Nintendo Titles

Required for all first- and second-party (Nintendo-published) software titles.



Item	Rank	Design	Text Edits
(1)	B	Fixed	Editing this text is prohibited.

5.4.3.2 Support Information for Licensee Titles

Required for all third-party (licensee) software titles.

(1)

Support Information
Phone Number / Email / Web Site / Support Hours / Other Info
(Place other support-related information here)
Customer support is available in the following language(s):
(Add supported languages here)

Item	Rank	Design	Text Edits
(1)	B	Adjustable	Insert any support resources, such as a customer service helpline, web site, etc. Specify the languages that you provide support in. If inserting a long URL or e-mail address, Nintendo recommends using a different colour (e.g. blue) to make it clear to users where the URL/address begins and ends. Do not direct consumers to Nintendo's support resources for software-specific issues. If a phone number is given, include information about the cost of the phone call (e.g. "Local rates apply."). Insert any additional information, such as the hours the support line is open, etc.

6 Virtual Console: Template Unit Descriptions and Editing Procedures

This chapter describes the template units that are needed to create e-manuals for Virtual Console titles. Please note that certain template units carry rules regarding their placement and location.. For more information on template units for software other than Virtual Console software, see 5 Template Unit Descriptions and Editing Procedures.

6.1 Virtual Console: Template Units (First Page)

This section describes template units that are required on the first page of e-manuals for Virtual Console titles. Save the output template under the name "page_01.nfpg" to create it as a separate page.

6.1.1 Page Title/Category

	Title	Category
English	Important Information (☒)	[blank] (☒)
French	Informations importantes (☒)	[blank] (☒)
Spanish	Información importante (☒)	[blank] (☒)
Portuguese	Informações Importantes (☒)	[blank] (☒)
German	Wichtige Informationen (☒)	[blank] (☒)
Italian	Informazioni importanti (☒)	[blank] (☒)
Dutch	Belangrijke informatie (☒)	[blank] (☒)
Russian	Важная информация (☒)	[blank] (☒)

6.1.2 Required Template Units

Template units marked with an asterisk (*) are regular software template units, either used as-is or provided with a blue recolor.

For more information about these, check the relevant sections in Chapter 5.

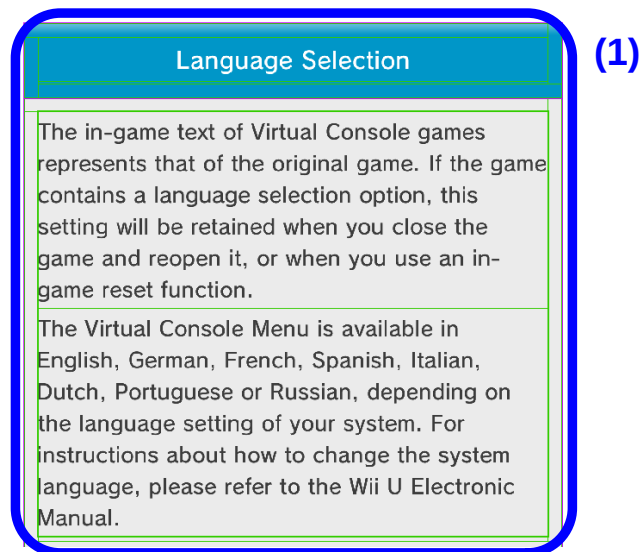
Table 6-1 Template Units (First Page)

No.	Template Unit	Folder	Filename	Rank
1	Important Information	beforeuse	beforeuse.nfpg*	A
2	Language Selection	language	vc_lang.nfpg	-
3	Age Rating Information	agerating	vc_agerating.nfpg*	-

6.1.3 Template Units: Explanation/Editing

6.1.3.1 Language Selection (Virtual Console)

Required for all software titles.



Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

6.2 Virtual Console: Template Units (Other Pages)

This section explains the template units that can be inserted on any page other than the first, penultimate, or last page of e-manuals for Virtual Console software.

6.2.1 Required Template Units

These template units can be output on any other page.

Be sure to create an independent page for each template unit for which a layout order is given and order them as indicated on consecutive pages.

The Controllers page should be inserted as for regular software titles, using a blue color scheme to match the other Virtual Console pages.

Table 6-1 Template Units (Optional Placement)

Layout Order	Template Unit	Category	Filename	Rank
-	Controllers	accessory	controller.nfpg	-
1	Suspend Point	vc	vc_temp_suspend_point.nfpg	-
2	Virtual Console Menu	vc	vc_temp_vc_menu.nfpg vc_temp_vc_menu AGB.nfpg	-
3	Restore Points	vc	vc_temp_restore_point.nfpg	-
4	Controller Settings	vc	vc_temp_controller_setup.nfpg	-
5	Using a Wii Remote	vc	vc_temp_wii_remote.nfpg	-

Note: Template units for which a layout order is given are provided according to specifications for software running on Nintendo platforms. If the software is for another platform, make adjustments by combining the necessary template units to match software specifications. Such adjustments specifically include the following:

- Use only the necessary template units.
- You may change the layout order. Template units do not need to be laid out on consecutive pages.
- Even where editing text is normally prohibited, you *may* edit the text in order to align with software specifications.
- Although page categories and page titles are normally fixed, they may be edited.

6.2.2 Suspend Feature

6.2.2.1 Page Title/Category

	Title	Category
English	Suspend Feature (⚠)	Virtual Console Features (⚠)
French	Fonction d'interruption (⚠)	Fonctions de la console virtuelle (⚠)
Spanish	Función de suspensión (⚠)	Funciones de la consola virtual (⚠)
Portuguese	Funcionalidade de Suspensão (⚠)	Funcionalidades da Consola Virtual (⚠)
German	Fortsetzungspunkte (⚠)	Virtual Console-Funktionen (⚠)
Italian	Sospensione (⚠)	Funzioni della Virtual Console (⚠)
Dutch	Onderbreken (⚠)	Virtual Console-functies (⚠)
Russian	Функция приостановки (⚠)	Функции сервиса Виртуальная консоль (⚠)

6.2.2.2 Template Units: Explanation/Editing

Required for all Virtual Console games that include the suspend feature. This feature (and therefore this e-manual template) are mandatory for all Virtual Console games that were originally released for Nintendo platforms. This template unit must be implemented as its own page.

Press the HOME Button (⌘) during play to suspend the game and create a suspension point. This function acts as an extended pause feature - even if you close the game from the HOME Menu, turn the power off or open another software title, you will continue from where you left off the next time you launch the game.

(1)

◆ When you resume playing a suspended game, the suspension point is deleted, so you cannot resume your game from that point again.

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

6.2.3 Virtual Console Menu

6.2.3.1 Page Title/Category

	Title	Category
English	Virtual Console Menu (⚠)	Virtual Console Features (⚠)
French	Menu de la console virtuelle (⚠)	Fonctions de la console virtuelle (⚠)
Spanish	Menú de la consola virtual (⚠)	Funciones de la consola virtual (⚠)
Portuguese	Menu da Consola Virtual (⚠)	Funcionalidades da Consola Virtual (⚠)
German	Virtual Console-Menü (⚠)	Virtual Console-Funktionen (⚠)
Italian	Menu Virtual Console (⚠)	Funzioni della Virtual Console (⚠)
Dutch	Virtual Console-menu (⚠)	Virtual Console-functies (⚠)
Russian	Меню сервиса Виртуальная консоль (⚠)	Функции сервиса Виртуальная консоль (⚠)

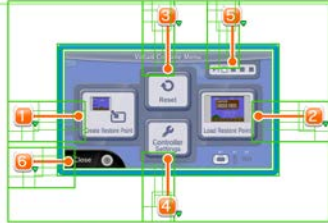
6.2.3.2 Template Units: Explanation/Editing

Required for all Virtual Console games that were originally released for Nintendo platforms. This template unit must be implemented as its own page.

Adjust the content as necessary based on the original platform.

NES/SNES Titles

Touch the screen of the Wii U GamePad during play to pause the game and display the Virtual Console Menu.



1 Create Restore Point

Creates a backup of all of your progress so far.

2 Load Restore Point

Loads a previously created backup.
♦ This is only selectable if you have already created a restore point.

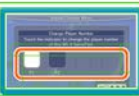
3 Reset

Resets the game.

4 Controller Settings

Check and adjust controller settings such as the button layout. For more information, see the "Controller Settings" page.

5 Player Number

Change which player is controlled by the Wii U GamePad.
Select the box above the player you want to control with the GamePad.

♦ This option is only available for the Wii U GamePad.

6 Close

Close the Virtual Console Menu and return to the game.

Turning off the Wii U GamePad screen

Press and hold  while closing the Virtual Console Menu to turn off the GamePad screen. Touch the GamePad screen to turn it back on.

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

6.2.4 Restore Points

6.2.4.1 Page Title/Category

	Title	Category
English	Restore Points (⚠)	Virtual Console Features (⚠)
French	Fonction de récupération (⚠)	Fonctions de la console virtuelle (⚠)
Spanish	Punto de restauración (⚠)	Funciones de la consola virtual (⚠)
Portuguese	Pontos de Restauro (⚠)	Funcionalidades da Consola Virtual (⚠)
German	Speicherpunkte (⚠)	Virtual Console-Funktionen (⚠)
Italian	Punti di recupero (⚠)	Funzioni della Virtual Console (⚠)
Dutch	Bewaarpunten (⚠)	Virtual Console-functies (⚠)
Russian	Точки восстановления (⚠)	Функции сервиса Виртуальная консоль (⚠)

6.2.4.2 Template Units: Explanation/Editing

Required for all Virtual Console games that include the restore point feature. This feature (and therefore this e-manual template) are mandatory for all Virtual Console games that were originally released for Nintendo platforms. This template unit must be implemented as its own page.

(1)

From the Virtual Console Menu, select CREATE RESTORE POINT to create a copy of all in-game data, e.g. game progress and leaderboards, and store it separately as a restore point. This will also copy all save data in the game at the time of creating the restore point.

You can then reload this data at any time while playing the game and continue from your restore point. To reload the data, open the Virtual Console Menu and select LOAD RESTORE POINT.

Once created, a restore point will not be deleted until a new restore point is created.

♦ You can only have one restore point per game. Creating a new restore point will delete the previous restore point, so be careful.

Important Information:
Games with a Save Feature

If you load a restore point, all save data in the game will revert to the state it was in when the restore point was created.

Example:

❶ You create a restore point on 24/10. All of your game data, including save data, is copied (⇨) and saved.

24/10

Game

Progress

Save Data

⇨

24/10

Progress

Save Data

Restore Point

❷ On 28/10, you finish another stage (+ x). This is saved in the game as save data.

28/10

Game

Save Data + x

❸ You then load (⇨) the restore point you created on 24/10.

28/10

Game

Save Data + x

⇨

24/10

Progress

Save Data

Restore Point

❹ The current save data is overwritten by the restore point. Your game progress (+ x) is lost, and the game returns to the state it was in on 24/10.

28/10

Game

Progress

Save Data

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

6.2.5 Controller Settings

6.2.5.1 Page Title/Category

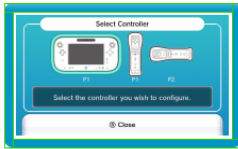
	Title	Category
English	Controller Settings (🚫)	Virtual Console Features (🚫)
French	Paramètres des manettes (🚫)	Fonctions de la console virtuelle (🚫)
Spanish	Configuración de mandos (🚫)	Funciones de la consola virtual (🚫)
Portuguese	Definições de Comandos (🚫)	Funcionalidades da Consola Virtual (🚫)
German	Controller-Einstellungen (🚫)	Virtual Console-Funktionen (🚫)
Italian	Impostazioni dei controller (🚫)	Funzioni della Virtual Console (🚫)
Dutch	Controllerinstellingen (🚫)	Virtual Console-functies (🚫)
Russian	Настройки контроллеров (🚫)	Функции сервиса Виртуальная консоль (🚫)

6.2.5.2 Template Units: Explanation/Editing

Required for all Virtual Console games that provide the option to configure controller buttons. This template unit must be implemented as its own page.

Controller Selection

All connected controllers will be displayed here. Select a controller to adjust the button links for that controller.



Button Links

● Button Links

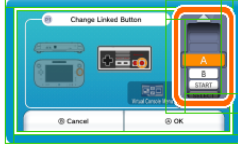
A list of buttons on the Wii U controller will be displayed on the left side of the screen.



As you scroll through the buttons, orange circles will appear on the Wii U controller and NES™ controller to show which buttons are linked.

● Change Linked Button

Select a Wii U controller button on the left side of the screen, then press (A).



A list of NES controller buttons will appear on the right side of the screen. Select the button you want to link it to, then press (A).

◆ Button links are saved separately for each game.

◆ The screenshots and instructions above are based on NES titles. The same procedure applies for other platforms.

(1)

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

6.2.6 Using the Wii Remote

6.2.6.1 Page Title/Category

	Title	Category
English	Using the Wii Remote (ⓧ)	Virtual Console Features (ⓧ)
French	Utiliser une télécommande Wii (ⓧ)	Fonctions de la console virtuelle (ⓧ)
Spanish	Cómo usar un mando de Wii (ⓧ)	Funciones de la consola virtual (ⓧ)
Portuguese	Utilizar um Comando Wii (ⓧ)	Funcionalidades da Consola Virtual (ⓧ)
German	Verwendung der Wii-Fernbedienung (ⓧ)	Virtual Console-Funktionen (ⓧ)
Italian	Usare un telecomando Wii (ⓧ)	Funzioni della Virtual Console (ⓧ)
Dutch	Een Wii-afstandsbediening gebruiken (ⓧ)	Virtual Console-functies (ⓧ)
Russian	Использование пульта Wii (ⓧ)	Функции сервиса Виртуальная консоль (ⓧ)

6.2.6.2 Template Units: Explanation/Editing

Required for all Virtual Console games which require Wii Remote support to be enabled by the user upon loading the game, e.g. Super Nintendo titles. This template unit must be implemented as its own page.

When loading this game, press ② on a Wii Remote and keep it held down until the game begins. You can then control it using the Wii Remote.

(1)

- ◆ The Wii Remote must be paired with the console.
- ◆ As the Wii Remote has fewer buttons than the original controller, you may have control difficulties in certain games.

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

6.3 Virtual Console: Template Units (Second Last Page)

This section describes template units that are required for the second last page of the e-manual for a Virtual Console title.

6.3.1 Page Title/Category

	Title	Category
English	Copyright Information (⚠)	Product Information (⚠)
French	Informations légales (⚠)	Informations sur le produit (⚠)
Spanish	Información de copyright (⚠)	Información sobre el producto (⚠)
Portuguese	Informações sobre Direitos de Autor (⚠)	Informações sobre o Produto (⚠)
German	Copyright-Hinweise (⚠)	Produktinformationen (⚠)
Italian	Informazioni sul copyright (⚠)	Informazioni sul prodotto (⚠)
Dutch	Copyrightinformatie (⚠)	Productinformatie (⚠)
Russian	Информация об авторских правах (⚠)	Информация о продукте (⚠)

6.3.2 Required Template Units

Template units marked with an asterisk (*) are regular software template units, either to be used as-is or provided with a blue recolor.

For more information about these, check the relevant sections in Chapter 5.

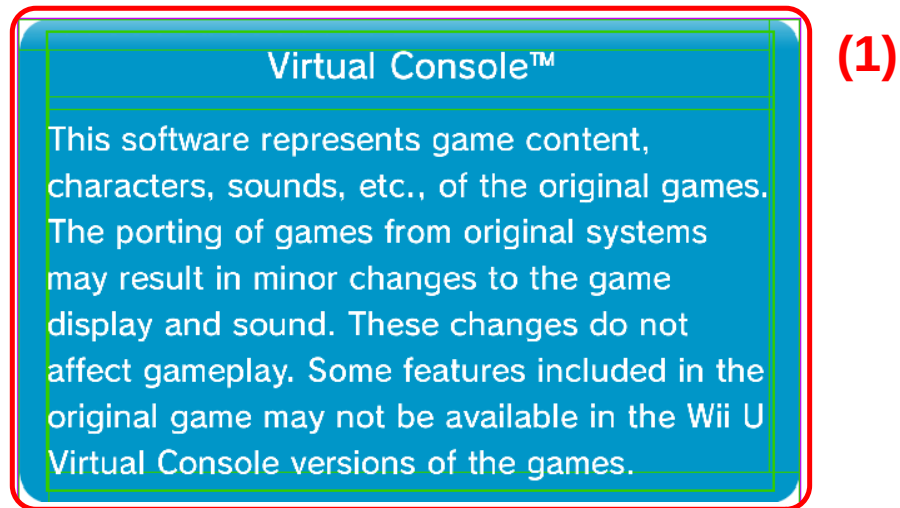
Table 6-2 Template Units for the Penultimate Page

Layout Order	Template Unit	Category	Filename	Rank
1	Intellectual Property Warning	warning	vc_warning.nfpg*	A
2	Virtual Console Disclaimer	vc	vc_temp_indemnity_passage.nfpg	A
-	Original Manual Disclaimer	vc	vc_temp_indemnity_passage_ originalmanual.nfpg	A
3	Copyrights and Trademarks	copyright&trademark	copyright&trademark.nfpg*	B

Warning: If other notations are required, be sure to add text boxes as required to include them.

6.3.3 Virtual Console Disclaimer

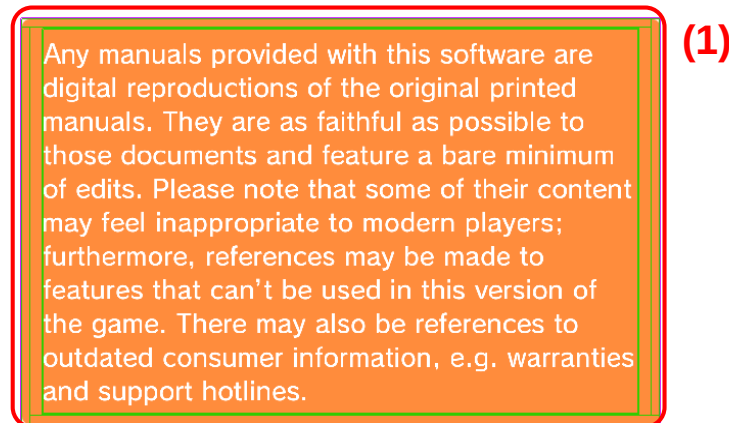
Required for all Virtual Console games.



Item	Rank	Design	Text Edits
(1)	A	Adjustable, but ensure that this section stands out.	Editing this text is prohibited.

6.3.4 Original Manual Disclaimer

Required for all Virtual Console games which provide a method to view the game's original manual, e.g. Game Boy Advance, Nintendo DS, Nintendo 64 titles. It is recommended that this be placed on the second-last page, but it may also be placed on the page that explains how to access the original manual.



Item	Rank	Design	Text Edits
(1)	A	Adjustable, but ensure that this section stands out.	Editing this text is prohibited.

6.4 Virtual Console: Template Units (Last Page)

This section describes template units required on the last page of e-manuals of Virtual Console titles.

6.4.1 Page Title/Category

	Title	Category
English	Support Information (🚫)	Product Information (🚫)
French	Informations de contact (🚫)	Informations sur le produit (🚫)
Spanish	Información de contacto (🚫)	Información sobre el producto (🚫)
Portuguese	Assistência Técnica (🚫)	Informações sobre o Produto (🚫)
German	Serviceinformationen (🚫)	Produktinformationen (🚫)
Italian	Servizio informazioni (🚫)	Informazioni sul prodotto (🚫)
Dutch	Ondersteuning (🚫)	Productinformatie (🚫)
Russian	Информация о поддержке (🚫)	Информация о продукте (🚫)

6.4.2 Required Template Units

Template units marked with an asterisk (*) are regular software template units, either to be used as-is or provided with a blue recolor.

For more information about these, check the relevant sections in Chapter 5.

Table 6-3 Template Units for the Final Page

Template Unit	Category	Filename	Rank
Support Information (Nintendo)	vc	vc_temp_support.nfpg*	B
Support Information (Licensee)	support_info	support_licensee.nfpg*	B

7 Making Use of Design Templates

This section explains how to use the design templates provided with Nintendo in your e-manuals. Design templates are pre-made assets that have been prepared by Nintendo for headers, callouts, tables, and frames. They can be used for all types of software. Nintendo has also provided various design samples that combine the design templates in a more fleshed-out manner. Use these for reference as you work on creating layouts for your e-manuals.

7.1 Optional Design Templates

Design templates have been prepared in four colors: pink, green, blue, and orange. The pink, green, and blue design templates use images for the frames in order to implement rounded corners on the headings and other elements. The orange ones do not use any images for the frames, so the design is somewhat limited, but this demonstrates a way of cutting down the size of the e-manual data. The images used in the design templates are stored in the sub-directories of the textures folder.

Note: For more information on frames, see the separate *Wii U Electronic Manual Creation Guide*.

Table 7-1 List of Design Templates

Design Template	Folder Containing Images	Category	Filename
Standard Tables	chart	parts_<color>	material_chart.nfpg
Standard Frames	frame	parts_<color>	material_frame.nfpg
Standard Headings	frame	parts_<color>	material_heading.nfpg
Standard Callouts	line	parts_<color>	material_line.nfpg
Design Sample 1	chart/design_sample/frame/line	parts_<color>	design_sample1.nfpg
Design Sample 2	chart/design_sample/frame/line	parts_<color>	design_sample2.nfpg
Design Sample 3	chart /frame/line	parts_<color>	design_sample3.nfpg
Design Sample 4	design_sample/frame/line	parts_<color>	design_sample4.nfpg
Design Sample 5	chart/frame/line	parts_<color>	design_sample5.nfpg
Virtual Console Tables	vc_chart/vc_frame/vc_design_sample	parts_vc	vc_material_chart.nfpg
Virtual Console Headings	vc_frame	parts_vc	vc_material_heading.nfpg
Virtual Console Callouts	vc_frame/ vc_line /vc_design_sample	parts_vc	vc_material_line.nfpg
Virtual Console Sample Page (with screenshots)	vc_frame/vc_design_sample	parts_vc	vc_sample1.nfpg
Virtual Console Sample Page (with numbered lists, precautions, notes, and frames)	vc_frame/vc_design_sample	parts_vc	vc_sample2.nfpg
Virtual Console Sample Page (with items)	vc_chart/vc_design_sample	parts_vc	vc_sample3.nfpg
Virtual Console (TGA image)	vc_controller	-	-

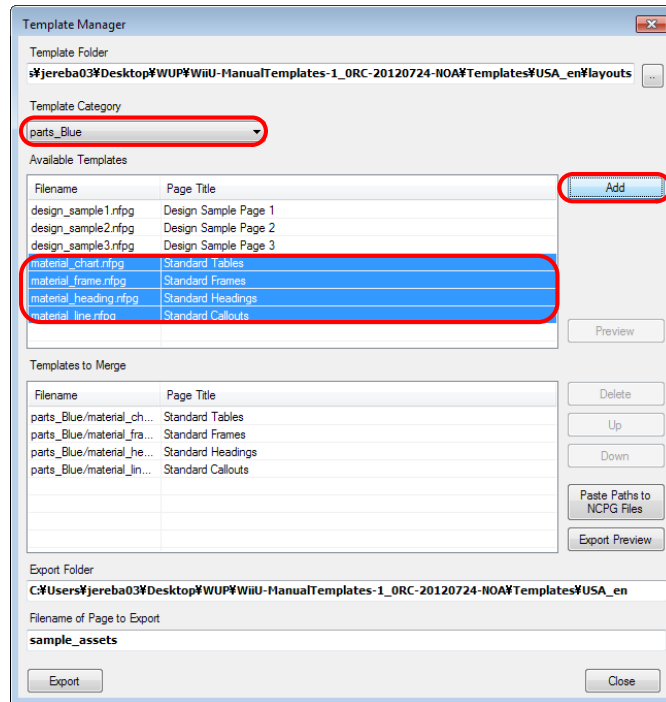
Note: Although, these design templates are provided and recommended by Nintendo for use in creating e-manuals, they are not required; the use of design elements is left to the e-manual designer's discretion.

7.2 How to Use Design Templates

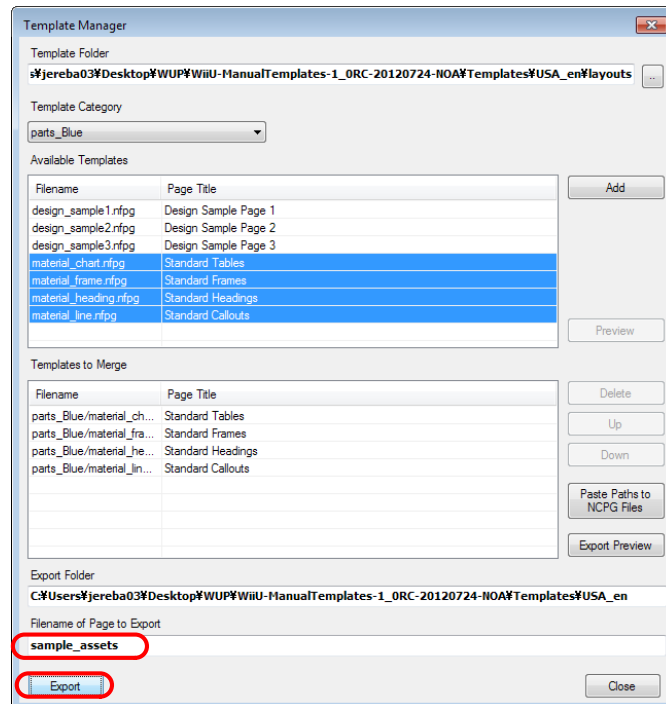
If you like, you can copy and paste the provided design templates directly into your e-manual data. You can change the colors before using them.

Using the stock design templates directly

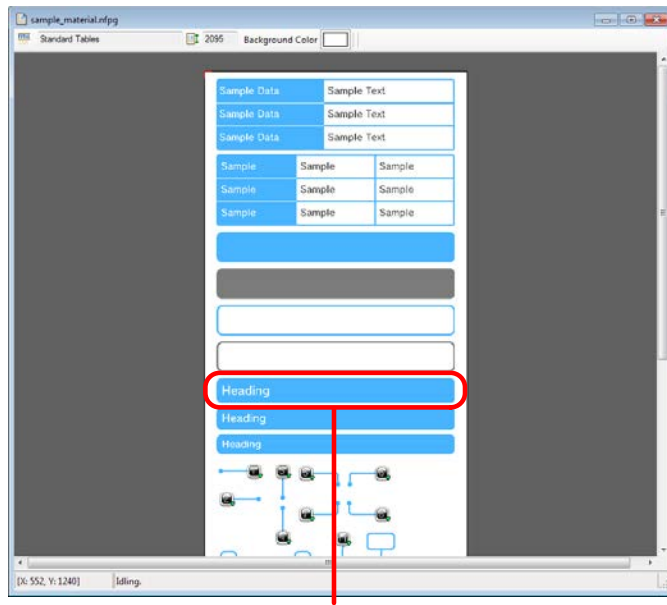
1. Open the Template Manager, select parts_<color name> as the category, choose the desired templates, and click **Add**.



2. Enter the filename of the page to export, then click **Export**.

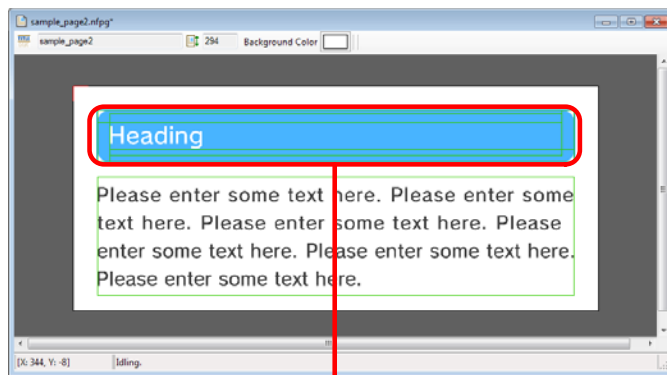


3. The design templates will be exported as an NFPG file. Open the exported file and copy the elements you need to the clipboard.



Copy

4. Paste the copied elements into another NFPG file within the same project.

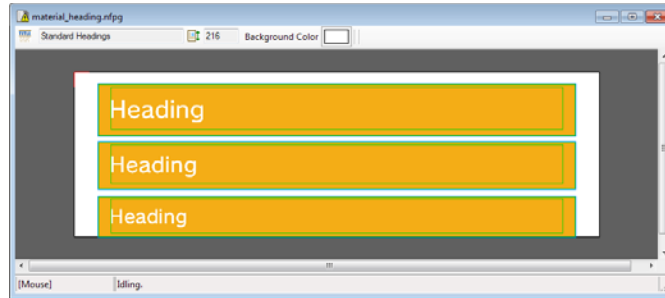


Paste

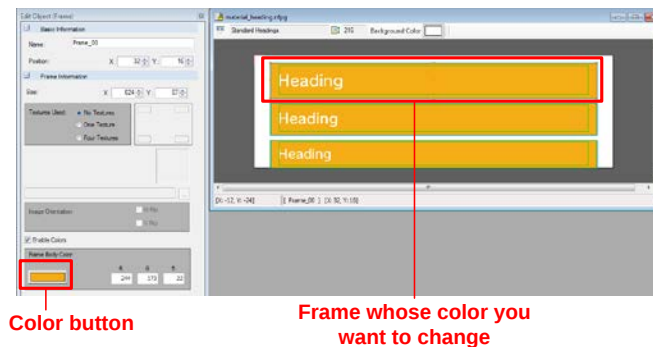
Changing the colors of the design templates

When using frames that contain images, you can change the colors by editing the source images in the various sub-directories of the textures folder using Adobe Photoshop. When using frames that do not contain images, you can change the frame color directly within ManualEditor. This section explains how to change the frame color when working with frames that do not contain images.

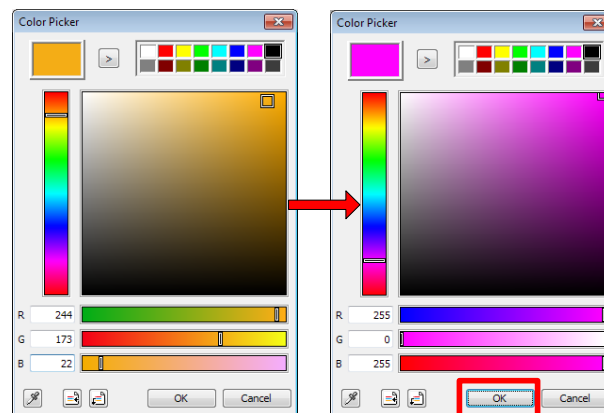
1. Using the **Project** window, specify the path to the Templates folder within the Wii U-ManualTemplates as the project folder.
2. Open the NFPG file for the design template whose colors you want to change.



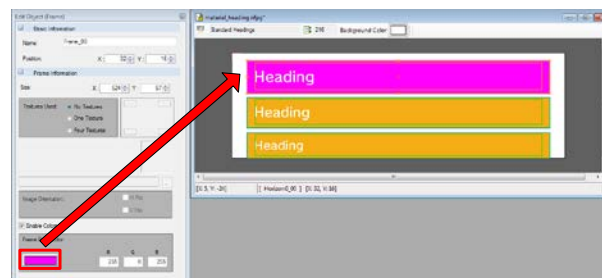
3. Select the frame whose color you want to change, then click the **Color** button in the **Edit Object** window.



4. Set the desired color in the **Color Picker** dialog, then click **OK**.



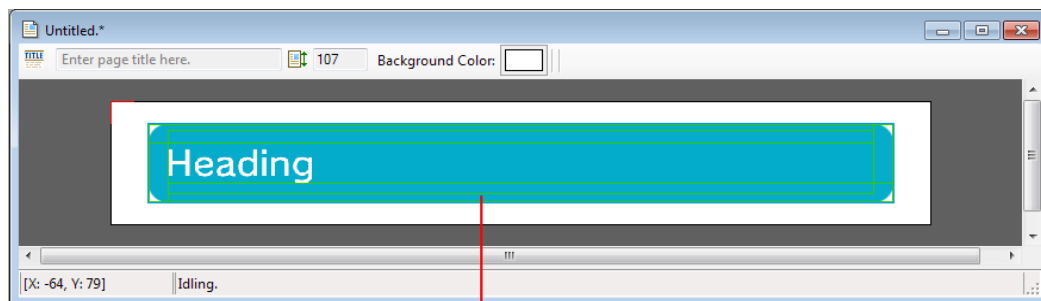
5. Verify that the **Color** button and the frame color have updated to reflect your selection.



6. Select **File > Save As** and enter your desired filename. You can now select the design template you've created with modified colors via the Template Manager.

8 Creating Design Templates

This chapter explains how to create templates and use them through the Template Manager. This is for use when publishers wish to create new design templates for manuals, rather than the ones included in the template package. As an example, a header template will be created.

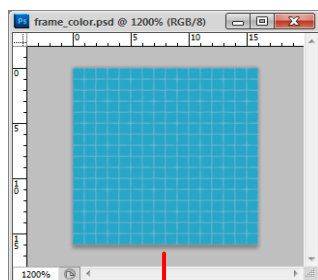


Frame (with one texture specified)

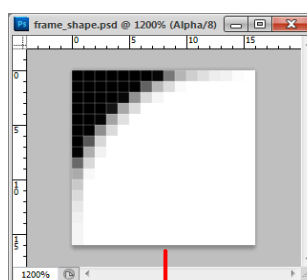
Note: If you have already created a header like the above, skip to step 17. Steps 1-16 describe how to create this type of template. For more information on frames, see the separate *Wii U Electronic Manual Creation Guide*.

1. Using the **Project** window, specify the path to the Templates folder within the `Wii U-ManualTemplates` as the project folder. Be sure to always use the latest available version of the templates.
2. We will use Adobe Photoshop to create the images set for the four corners of the header frame.
3. Open Photoshop. Select **File > New**, and set the dimensions to 16x16 pixels, with 72 ppi. Set the color mode to **RGB Color** (using **8 bit**). You can customize the dimensions to match the size of the frame you want to create.
4. Create an image like the image below.

Note: Fill it in with the desired frame color. Display the Channels panel, then create a new alpha channel. Draw the corner shape using the alpha channel. The area appearing white indicates the portion that will be rendered; the area appearing in black indicates the transparent portion.

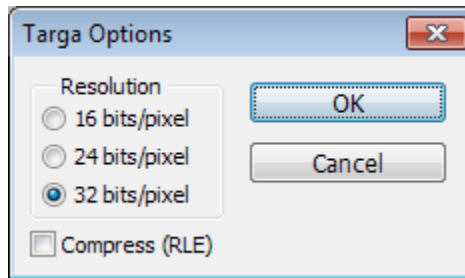


Desired frame color

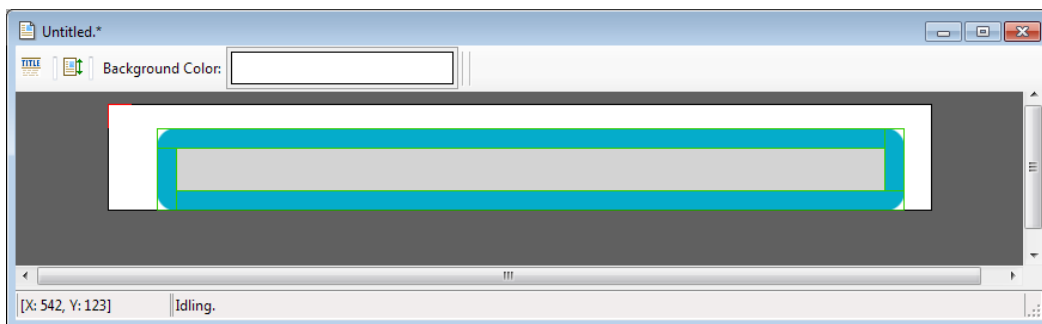


Desired frame shape

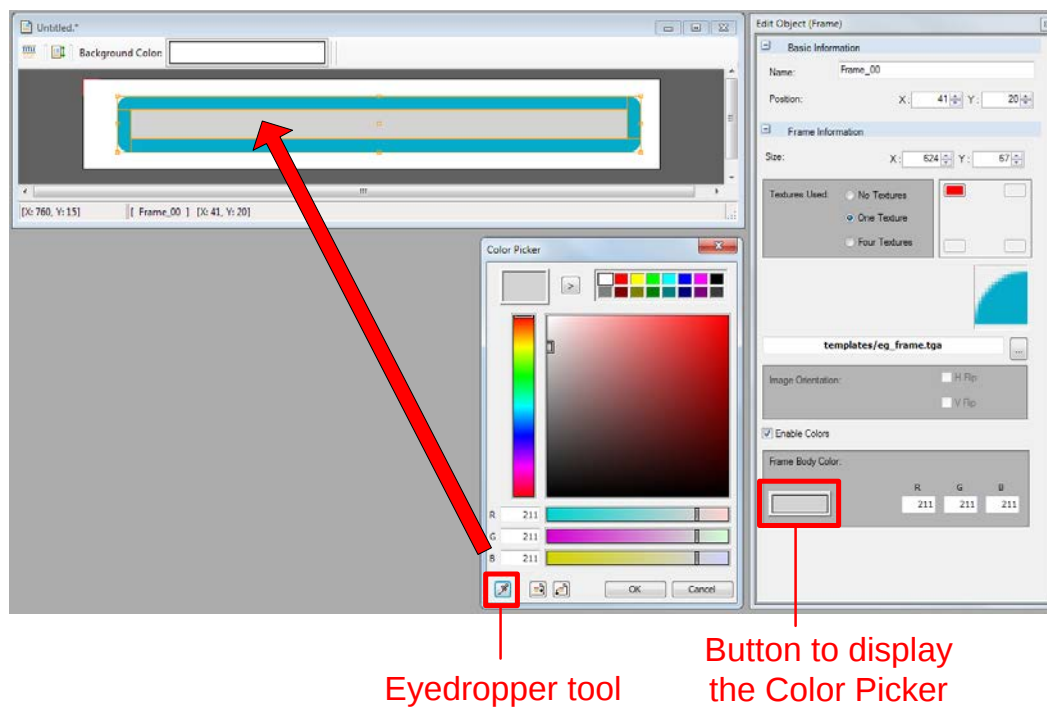
5. Select **File > Save As**. Browse to the <desired_language>\textures\frame sub-folder of your templates directory and set the image format to **Targa**. Input the filename and click **Save**. Make sure to choose **32 bits/pixel**, and leave **Compress (RLE)** unchecked.



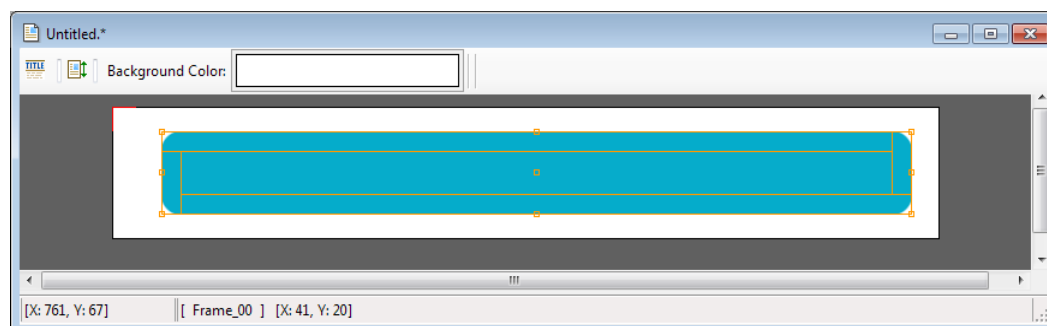
6. In the Manual Editor, select **File > New Page** to create a new NFPG page.
7. Right-click inside the page layout window and select **Create Frame**. A frame will be created.
8. Set the width of the frame to 624.
9. Select the **One Texture** option, and click on the open file icon. Select the TGA file you created earlier and click **Open**. This will create a frame like the one below.



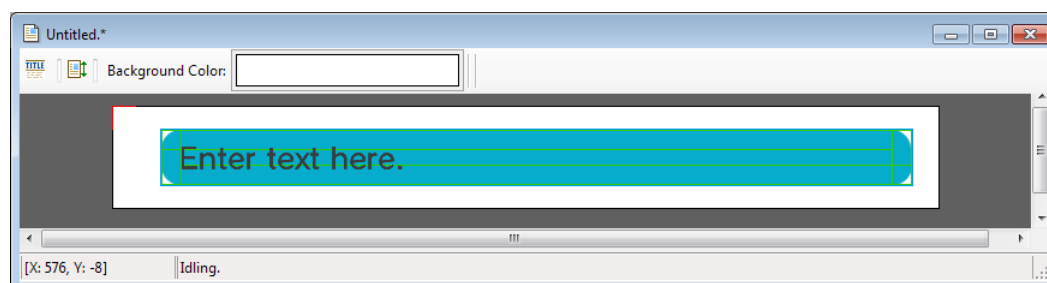
10. The next step is to fill the frame with color. In the **Edit Object** sub-window, click the color picker button. In the **Color Picker** window, click on the eyedropper icon and click on a colored part of the frame. Click **OK**.



The frame will change to look like the one below.



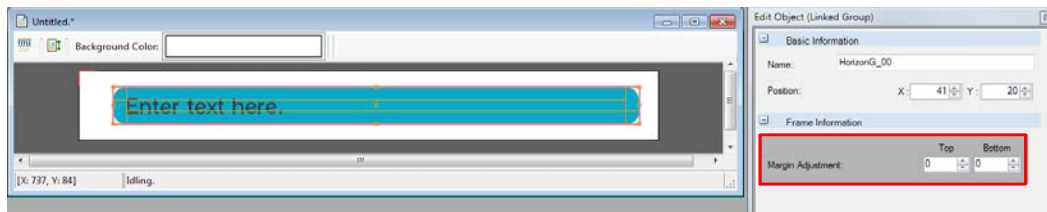
11. Right-click on the page and select **Create Text Box**.
12. Set the width of the new text box to 592 pixels. It will now be layered on top of the frame. Place the text box in the center of the frame horizontally.



13. Select both objects, then right-click and select **Group Linked**.

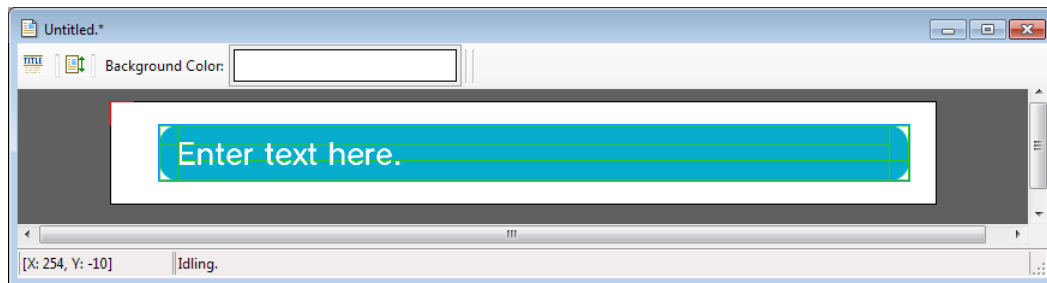
Note: For more information on groups, read the *Wii U Electronic Manual Creation Guide*.

14. Set the margins for the text box.



Note: Setting the margins lets you set the space between the text box and the frame edge on the top and bottom sides.

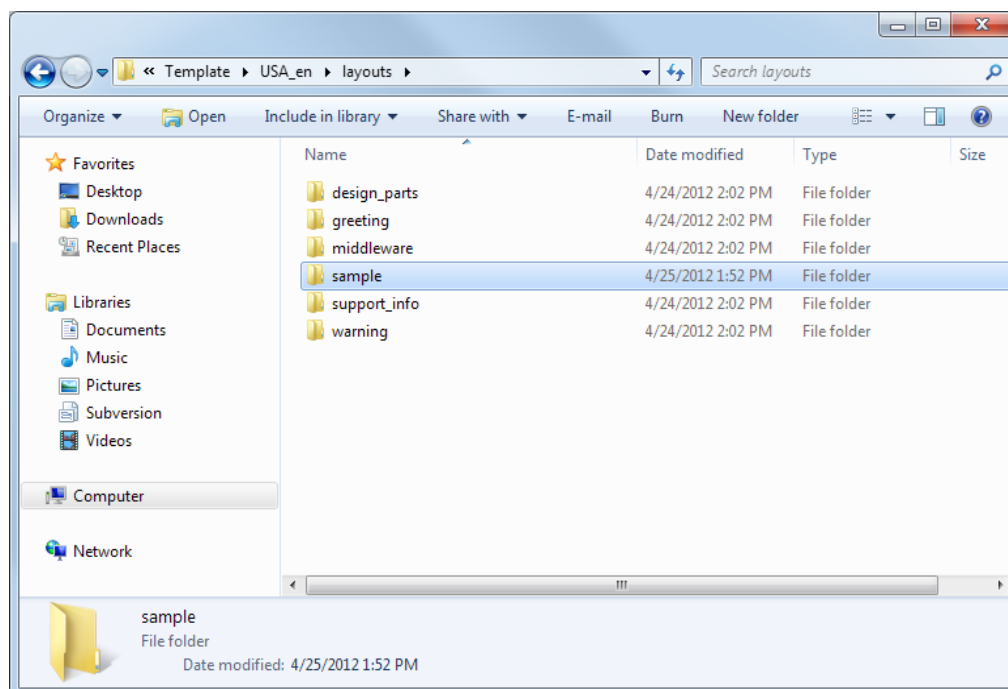
15. Change the text box's text color to white.



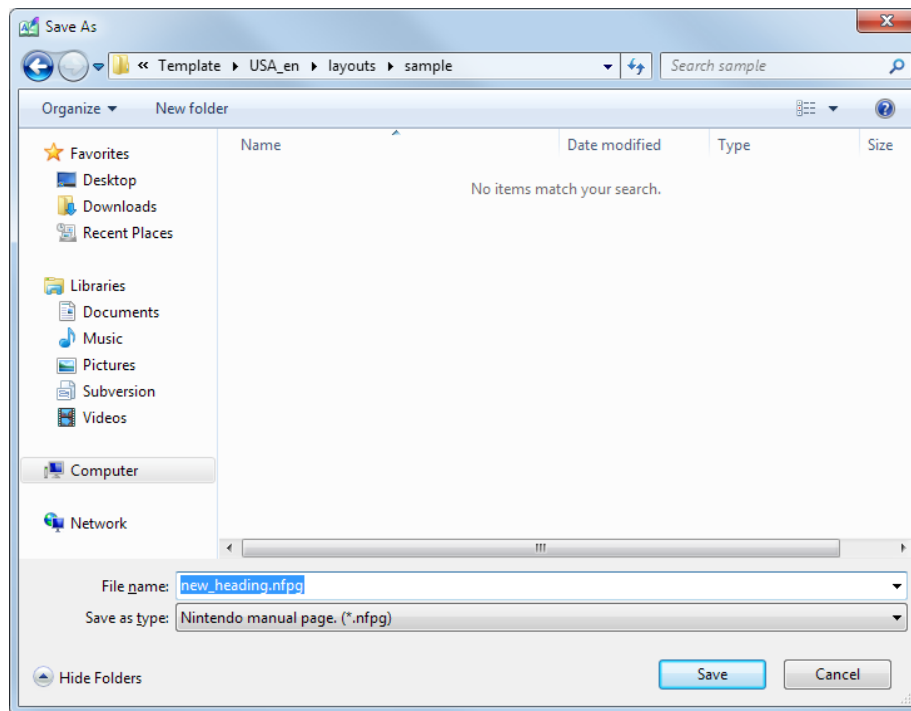
16. Change the title of the page in **Page Settings**.

Note: The information you enter here will appear in the **Page Title** field within the **Template Manager**.

17. Select **File > Save Page** to save your new template.
18. Create a new folder with an identifiable name within the layouts directory.



-
19. Enter the filename and click **Save**.



The new custom template can now be used with the Template Manager.

Appendix A Region-Specific Information

A.1 Manual Language Requirements

The following table outlines the required/recommended languages for titles sold in Europe.

Table 8-1 Manual Language Requirements

Publisher	Language Requirements
Nintendo	- It is required that the manual be translated into all languages present in the software. - It is recommended that the manual be translated into all system languages.
Third-Party Publisher	- English required. - French required if the title will be distributed in France. - Manuals recommended for all languages included in the software (see notes below). - It is recommended that the manual be translated into all console languages.

Note: If only part of the software is translated into a certain language, it is acceptable to include documentation relating to that part only. It is also acceptable to provide a shortened version of the manual for some languages, as long as sufficient basic gameplay information is included. In either of these cases, Nintendo recommends appending a note at the end of the Important Information template to inform users that full information is available in other language versions of the manual.

It is **not** acceptable to provide a partial manual for French if the software will be distributed in France; the French manual must be at least the same length as the most complete other language version.

Note: For Nintendo-published titles with a ROM split, include the full manual in each ROM.

A.2 Regional Template Packages

Templates are available for the following languages:

- o NOA: The Americas
 - o US English, Canadian French, Latin American Spanish, Brazilian Portuguese
- o NOE: Europe/Oceania
 - o UK English, German, Italian, European French, European Spanish, Dutch, European Portuguese, Russian
- o NOK: South Korea
 - o Korean (Hangul)
- o NPC: Taiwan (Republic of China), Hong Kong, Macau, Guangzhou
 - o Traditional Chinese
- o iQue: Mainland China
 - o Simplified Chinese

Use the NOA templates to produce manuals for North and South America. Use the NOE templates to produce manuals for the entire PAL region, including Oceania. Be sure to localize the comprehensive contact information in the "Support Information" section for each region.

Note that NOE and NOA template contents differ significantly, partially in relation to copyright texts. For this reason, it is not acceptable to use one set of templates for both markets.

For languages where templates are not provided, it is acceptable to use a direct translation of the English text.

Appendix B Icon Reference List

A list of icons has been provided for use when referring to other software or other e-manuals. Feel free to use these as necessary.

Table 8-2 Icon Reference List

Template Unit	Category	Filename
Icon List	appendix	icon_list.nfpg

	(Health and Safety Information)
	(Parental Controls)
	(System Settings)
	(Wii Menu)
	(Mii Maker)
	(Daily Log)
	(Wii U Chat)
	(Manual)
	(Friend List)
	(Miiverse)
	(Nintendo eShop)
	(Internet Browser)
	(Nintendo TVii)
	(Download Management)
	(Notifications)

Appendix C Nintendo Web Framework PDF

This package includes a PDF-based version of the boilerplate text to include for titles that use Nintendo Web Framework (Nintendo_Web_Framework.pdf). For a screenshot and the conditions under which this template is required, see 5.3.3.5 Open Source Copyrights – Nintendo Web Framework.

Note: This template unit contains a large amount of text, and as a result, it takes some time to open, preview, and export to binary format using Wii U ManualEditor. It can take several hours in certain cases to export manuals containing this content to a PDF file using the Manual Editor's printing feature. Please use this boilerplate file as you see fit. For example, you may want to distribute the pre-made PDF to your reviewers until the content of your manual is approved and the template is required for a final build.

Appendix D Guideline Checklist

The Wii U Guidelines include a number of guidelines related to e-manuals.

Please use the checklist below to ensure that all guidelines are followed appropriately. For more details on each entry, please consult the appropriate section of the Wii U Guidelines.

Table 8-1 Guidelines Required to be Addressed in the E-Manual

Check	Rank	Guideline
	A	Does the manual follow the terminology outlined in the Wii U terminology lists, the Nintendo Network terminology list and the amiibo terminology list? Reference: Wii U Guidelines => General: Terminology
	A	Does the manual include a URL or advertisement which has not been approved in advance by Nintendo? It is acceptable to include the following URLs without approval: • URLs for the publisher's official site • URLs for support sites • URLs appearing in the user terms of service agreement within the game • URLs contained in official legal notices In this case, ensure that the target/content is clearly shown. Example: Check the Nintendo website (http://www.nintendo.com/). Reference: Wii U Guidelines

Table 8-2 Guidelines Required to be Addressed in the Software or E-Manual

Check	Rank	Guideline
	A	Software which uses a non-text-based medium (e.g. an icon) to signal that it is reading/writing data to a Nintendo original format NFC tag (NOFT)
		Is there a caution that users should not remove the tag while reading/writing data?
		Example: "A star icon will be displayed while writing data. While this icon is present, do not remove the card from the Wii U GamePad." Reference: Wii U Guidelines => General => NFC: Display While Writing or Formatting
	A	Software which uses a Nintendo original format NFC tag (NOFT)
		Is there information for the user that NFC tags affected by a bad write can be recovered by rewriting the tag data?
		Example: "If the tag data is not written correctly, select WRITE DATA and pass the tag over the NFC touchpoint to recover the previous tag data." Reference: Wii U Guidelines => General => NFC: Implementing a Way to Format NOFT Tags
	A	Software which uploads data to a data storage center where it can be accessed by other users
		Is there information about the extent of who can access uploaded data?
		Example: "All images you upload can be viewed by friends." Reference: Wii U Guidelines => Communication Features: Extent of Data Disclosure

Table 8-3 Guidelines Recommended to be Addressed in the Software or E-Manual

Check	Rank	Guideline
	A	Software which uses a non-text-based medium (e.g. an icon) to signal that it is writing data
		Is there an explanation of the icon displayed when writing data? Example: "A star icon will be displayed while saving data." Reference: Wii U Guidelines => General => File System: Display While Writing Data
	A	Software which uses a non-text-based medium (e.g. an icon) to signal that it is reading, or has failed to read, data from a Nintendo original format NFC tag (NOFT)
		Is there a caution that users should not remove the tag while reading/writing data? Example: "A flashing green star icon will be displayed while reading data. If the read fails, the star will turn red." Reference: Wii U Guidelines => General => NFC: Display When Reading

Revision History

Note: If you are not using the latest version of the templates, underlined items in sections identified with "◆" must be addressed prior to master submission. (For more information, see 1.1 Grace Period.)

Version	Revision Date	Category	Description
1.8	2015/07/31	Added	◆ 5 Template Unit Descriptions and Editing Procedures - o <u>Added templates for the nlib OSS Library – LZ4 component in 5.3.3.5 Open Source Software Copyrights</u>
		Changed	• 1 Introduction - o Added information about the grace period for version 1.8 in 1.1 Grace Period. - o Added information about the e-manual code for demo versions in 1.4 Preparations Before Using Templates. • 2 Template Types - o Updated the information about Rank A templates. • 5.1 Template Units (First Page) - o Updated 5.1.3.2 Language Selection and 5.1.3.3 Age Rating Information to reflect changes in the template. • 5.2 Template Units (Other Pages) - o Updated 5.2.4 About amiibo and 5.3.6 Parental Controls to reflect changes in the corresponding templates. ◆ 5.3 Template Units (Second-Last Page) - o <u>Updated 5.3.3.5 Open Source Software Copyrights: libnx_oss.a for OSS Library to note that the legal line is specifically for the bsdiff component of the middleware.</u> • Appendix A Region-Specific Information - o Update A.1 Manual Language Requirements to match the current language requirements for Nintendo-published titles. • Appendix C Guideline Checklist - o Added the amiibo terminology list to the list of terminology to follow in the manual.
1.7.1	2014/11/21	Added	◆ 5 Template Unit Descriptions and Editing Procedures - o <u>Added templates for the Wii U Share Movies middleware in 5.3.3.5 Open Source Software Copyrights</u> • 5 Template Unit Descriptions and Editing Procedures - o Added 5.2.4 About amiibo
		Removed	• Removed all templates/notation related to Game Boy Advance.
		Changed	• 1 Grace Period - o Added information about the grace period for version 1.7.1.

Version	Revision Date	Category	Description
			5.1 Template Units (First Page) - Updated 5.1.3.2 Language Selection to reflect changes in the template. 5.2 Template Units (Other Pages) - Updated 5.2.10 Surround Sound to reflect changes in the template. ◆ 5.3 Template Units (Second-Last Page) - Updated 5.3.3.5 Open Source Software Copyrights: <u>libnx_oss.a for OSS Library to note that the middleware is no longer only used for Nintendo-published titles.</u> 6 Virtual Console Template Unit Descriptions and Editing Procedures - Edited the descriptions in 6.2.5 Controller Settings and 6.3.4 Original Manual Disclaimer to clarify the usage requirements for these templates. - Appendix C Guideline Checklist - Updated guideline references to match the current guideline names. - Moved one guideline entry from Required to Recommended.
1.6	2014/04/24	Added	5 Template Unit Descriptions and Editing Procedures - Added an optional website reference template for Nintendo Web Framework in 5.3.3.5 Open Source Software Copyrights - Added 5.3.3.6 Copyright Cross-Reference
		Changed	1 Grace Period - Added information about the grace period for version 1.6. - Added a table to cover the present set of grace periods. 5.2 Template Units (Other Pages) - Updated 5.2.2 Controllers/Accessories to add information about usage of the USB Keyboard section. 5.3 Template Units (Second-Last Page) - Added a note in 5.3.2 Required Template Units about cross-referencing copyright notices for non-English languages. - Updated the description of the libnx_oss.a template unit in 5.3.3.5 Open Source Software Copyrights to note that the template is provided for Nintendo-published titles.
1.5	2014/03/18	Added	1 Introduction - Added 1.1 Grace Period 5 Template Unit Descriptions and Editing Procedures - Added 5.3.3.4 Middleware Copyrights: Unity for Wii U - Added 5.3.3.5 Open Source Software Copyrights

Version	Revision Date	Category	Description
			◆ 6 Virtual Console: Template Unit Descriptions and Editing Procedures - o Added 6.2.2 Game Manual - o <u>Added 6.3.4 Original Manual Disclaimer</u> ◆ Appendix C Guideline Checklist - o Added an extra table for recommended guidelines.
		Changed	• General - o Changed the rules for text colors within the templates and callouts within the figures in the handbook. - o Deleted the filled-in examples, and changed the template unites to be more useful sample text. - o Added “Rank” and “Design” columns to the tables for each template unit. - o Added page categories and page titles for each template unit. - o Renamed the “Instructions” column in the table to “Text Edits.” • 2 Template Types - o Added information about the new Rank system. • 5.1 Template Units (First Page) - o Added a note that the page title is Rank A. - o Updated 5.1.2 Required Template Units to match the renamed Important Information template. - o Updated screenshots and descriptions to match content changes in the following templates: - 5.1.3.1 Important Information - 5.1.3.2 Language Selection (Other) - 5.1.3.3 Age Rating Information - o Updated all other screenshots/descriptions to match the new color-coded format. • 5.2 Template Units (Other Pages) - o Updated 5.2.1 Required Template Units to swap the order of the Connecting to a Nintendo 3DS and Surround Sound templates. - o Updated screenshots and descriptions to match content changes in the following templates: - 5.2.2 Controllers/Accessories - 5.2.4 Online Features - 5.2.9 Surround Sound - o Updated all other screenshots/descriptions to match the new color-coded format. - o Updated 5.2.5 Parental Controls to note that the template unit must be on a separate page. - o Updated 5.2.6 User-Generated Content to reflect policy

Version	Revision Date	Category	Description
			changes in the Wii U Guidelines. ◆ 5.3 Template Units (Second-Last Page) - o Updated the table in 5.3.2 Required Template Units to match the updated template structure. - o <u>Updated 5.3.3.2 Standard Copyright Statement to add notation about Game Boy Advance Virtual Console requirements.</u> - o <u>Updated 5.3.3.4 Middleware Copyrights: Autodesk GameWare to add Navigation</u> and match content changes in the template. - o <u>Updated 5.3.3.5 Open Source Software Copyrights: Nintendo Web Framework to match content changes in the template.</u> - o Updated all other screenshots/descriptions to match the new color-coded format. • 5.4 Template Units (Last Page) - o Updated all screenshots/descriptions to match the new color-coded format. • 6.1 Virtual Console: Template Units (First Page) - o Updated 6.1.1 Required Template Units to add new templates. - o Updated all screenshots/descriptions to match the new color-coded format. • 6.2 Virtual Console: Template Units (Other Pages) - o Updated 6.2.1 Required Template Units to match the renamed Important Information template. - o Updated 6.2.4 Virtual Console Menu to add the Game Boy Advance-specific template. - o Updated all other screenshots/descriptions to match the new color-coded format. • 6.3 Virtual Console: Template Units (Second Last Page) - o Updated 6.3.2 Required Template Units to add new templates and match the renamed Virtual Console Disclaimer template. ◆ Appendix C Guideline Checklist - o <u>Added new checklist items</u> and removed the UGC-related checklist item.
1.4	2013/07/02	Added	• 1 Introduction - o Added 1.1 Sections Relevant for Standard Applications - o Added 1.2 E-Manual Creation Roadmap for Virtual Console Games - o Added 1.3 Preparations Before Using Templates. • 5 Template Unit Descriptions and Editing Procedures - o Added 5.3.3.4 Middleware Copyrights: Roland SoundCanvas - o Added 5.3.3.4 Middleware Copyrights: Nintendo Web Framework • 6 Virtual Console: Template Unit Descriptions and Editing Procedures • Appendix C Guideline Checklist

Version	Revision Date	Category	Description
		Changed	• General - o Changed the organization of chapters with the addition of design templates related to Virtual Console. Changed text at the beginning of chapters to reflect this. - o Edited the Design Changes for all template units to note that it is acceptable to change background color. - o Center-aligned all images in the document. • 1 Introduction - o Split the "Overview" section into two new sections (1.1 Sections Relevant for Standard Applications and 1.2 E-Manual Creation Roadmap for Virtual Console Games), and reformatted the content into a table for clarity. - o Added information about page titles/categories in the reference files. - o Added new content about Virtual Console titles. • 2 Template Types - o Added new content about Virtual Console titles to "Design Templates". • 4 Sample Template Structure - o Added a new sample template structure for Virtual Console titles. - o Adjusted the screenshot for regular software to reflect the new e-manual code format. • 5.2.2 Controllers and Accessories - o Updated the screenshot to match changes in the template. - o Deleted the text and image in (3) Wii USB Memory. - o Changed text in (3) to clarify the use of Wii Remote/Wii Remote Plus icons. - o Added information to (4), (8) and (9). - o Swapped sections (6) and (7) to match the updated template. • 5.2.5 Parental Controls - o Updated the screenshot to match changes in the template. • 5.2.7 Downloadable Content/Passes - o Updated the screenshot to match changes in the template. - o Changed the description and (3) to clarify that this can be used for DLC purchased within the software. • 5.2.8 Surround Sound - o Deleted instructions on how to list an intellectual property rights warning for "HDMI". • 5.3.2 Required Template Units - o Added information about adding extra text boxes. - o Removed reference to HDMI.nfpg from Table 5 3 Template Units for the Second Last Page, and added Roland.nfpg and Nintendo_Web_Framework.nfpg.

Version	Revision Date	Category	Description
			- o Added information about modifying existing texts for contractual reasons. - o Changed note for clarity and to remove incorrect reference to QR Code usage. 5.3.3.4 Middleware Copyrights - o Added information to clarify that the QR Code template is for Nintendo-published titles. - o Corrected a typo in the Autodesk Gameware template and updated the screenshot to reflect this. • 7.1 Optional Design Templates - o Added a description related to design templates recommended for Virtual Console titles. - o Added text for new design templates. • Table 7-1 List of Design Templates - o Added table entries for new design templates. - o Added category names. - o Appendix A Icon List - o Added title, "Icon List."
		Deleted	• 5.3.3.4 Middleware Copyrights - o Deleted the description of the "HDMI" template. - o Deleted Item 8 in the Text Edits table.

Version	Revision Date	Category	Description
1.2.1	2012/11/22	Added	6.3 Wii Balance Board 6.6 User-Generated Content 6.7 Downloadable Content / Passes 6.9 Nintendo 3DS Local Connection - Appendix B Icon Reference List
		Changed	6.2 Controllers/Accessories - Updated the screenshot based on altered template content. - Added information about Nintendo 3DS to the table. 6.5 Parental Controls - Updated the screenshot based on altered template content. - Added Miiverse-related information. 6.8 Surround Sound - Added a note about HDMI. 7.3.4.1 QR Code-Related - Removed "QR Code" template and updated "QR Code Decoder" template.
1.1.1	2012/10/08	Added	5.3.2 Language Selection - Added a new template unit for language combinations other than those for which fixed text is provided. 7.3.4 Middleware Copyrights - Added legal lines for "Nuance", "Autodesk Gameware", and "Havok".
		Changed	- General - Unified colour scheme of template units. Text requiring edits is now red, while important information text is now orange. - Chapter 3 Using Templates - Updated the diagram to match the correct template insertion order. 6.2 Controllers / Accessories - Updated Wii Remote-related text and added a new note. - Added text and a TGA image for headset accessories. 6.4 Parental Controls - Added more information about references to other parts of the manual. 7.2 Required Template Units - Updated the insertion order and added a note about the page background. 7.3.2 Standard Copyright Statement - Added information about second-party titles.

Version	Revision Date	Category	Description
			• A.1 Manual Language Requirements - o Updated the table and corresponding notes for clarity.
1.0	2012/09/04	—	Initial version.

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